

THE OFFICIAL GUIDE FROM

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ADVANCE WARS™ BLACK HOLE RISING



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THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

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THE BLACK HOLE GANG RETURNS FOR A RUMBLE



A dark cloud is settling in on Wars World. Lord Sturm of the Black Hole Army is back for another battle, and he's brought a whole new collection of seriously severe COs with him. Never fear! You have Nell, Andy,

Sami, Max and a whole battalion of officers from Blue Moon, Yellow Comet and Green Earth on your side. Let the new war begin.



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ADVANCE WARSTM BLACK HOLE RISING

THE OFFICIAL NINTENDO PLAYER'S GUIDE





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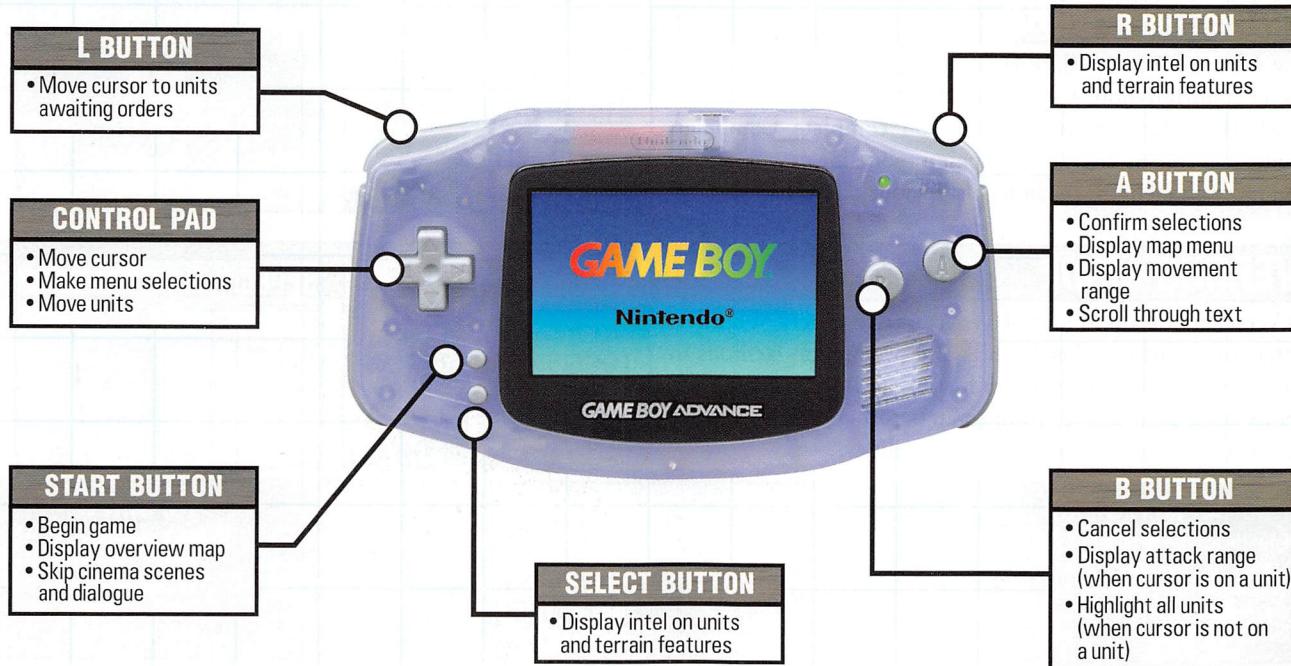
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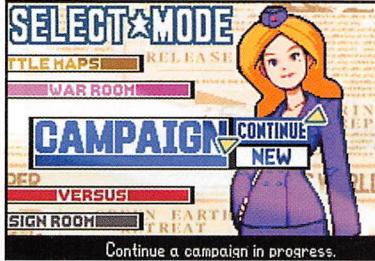


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GAME CONTROLS



LEAD YOUR FORCES TO WAR



The game offers three play modes: Campaign, War Room and Versus. Each mode contains a series of battles and options for single players. Versus mode allows up to four players.



The COs are preassigned in some battles. In others you have a choice over which CO you take along. Each CO has two special CO Powers and a unique influence over the way units move and attack.



You can give instructions to each unit once per turn. Direct-firing units can attack immediately after they move. Indirect-firing units must stay in position to fire.



CHECK UNIT ATTACK RANGES



It's important to check the ranges for both allied and enemy units. After you place the cursor on a unit, press the B Button to see the unit's attack range. If a target of the type that the unit can attack is within range, the unit will have the opportunity to engage with the target on its next turn.

KNOW YOUR LIMITS

Use the Control Pad to move the cursor and press the R Button to bring up information about the unit or terrain feature that you have singled out.

CHECK UNIT MOVEMENT RANGES



Press the A Button to see the selected unit's movement range. The movement range will reveal difficulties that the unit has crossing certain types of terrain, and it will show you if the weather affects how far a unit can move, too.



MODES OF PLAY

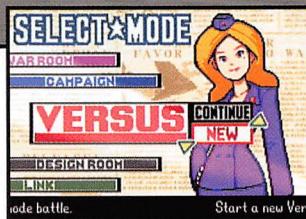
CAMPAIGN MODE

The Advance Wars 2: Black Hole Rising campaign is a single-player, multimission war against Lord Sturm and his new Black Hole Army recruits. After you complete Campaign mode, you can enter Hard Campaign mode for new missions and more challenging versions of previous missions.



VERSUS MODE

In Versus mode, up to four players can try a variety of battles. Some wars start with battle units and production facilities in place. Some begin with only production facilities, leaving players to build their armies from scratch. Other wars start with only battle units and no production facilities.



PRE-DEPLOYED

Equally matched preset forces fight over a territory. The victor is the last leader standing.

3P MAPS

Facilities for three armies are spread out on a map. Up to three players can participate.

4P MAPS

Four factions populate one map. The battlers can team up or go solo in a free-for-all fight.

WAR ROOM

Versus mode offers open battles on maps that are the sites for War Room mode scenarios.

CLASSIC

Warring factions relive battles from the original game on classic maps.

VS. MAPS

Two opposing forces face off on Vs. Maps—each force producing its own battle units.

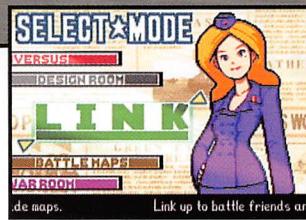
DESIGN ROOM

The Design Room allows you to create your own maps and customize the looks of the COs. In developing maps, you can shape continents, add terrain features, place facilities and even put battle units into play. See page 6 for map-designing strategies.



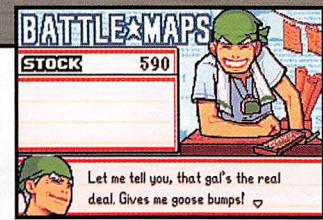
LINK MODE

Advance Wars 2 players unite! By linking GBA systems using the appropriate Game Boy Advance Game Link cable configuration, up to four players can participate in battles and trade maps. Multiple players can battle each other while using a single GBA system, too.



BATTLE MAPS

Not all of the CO choices and maps for Versus mode are available before you play Campaign mode. Among your rewards for doing well in the campaign are points that you can spend on maps and COs in the Battle Maps shop. After you've played through the campaign, you can purchase Hard mode.



WAR ROOM MODE

War Room mode is an extension of Campaign mode. The enemy COs are preset and the situations often favor one side over another. You can choose your own CO from the list of officers that you have unlocked in the Battle Maps shop. There are 10 new War Room scenarios for Advance Wars 2.



GAME LINKING



Multiple players can participate in Versus-mode battles by passing a single Advance Wars 2-equipped Game Boy Advance system between turns or by linking multiple systems with Game Boy Advance Game Link cables. Linking also allows players to trade customized maps between Game Paks.

SINGLE-PAK

MULTI-PAK

MAP TRADING

SINGLE-PAK GAME-LINK BATTLE

Up to four linked players can participate in battles, even if they have only one Advance Wars 2 Game Pak between them. You can upload your choice of five maps with preset conditions and limited battle-unit choices to GBA systems that are not equipped with a Game Pak.



SET THE MAP CONDITIONS

FOG

The Fog of War limits visibility and allows units to hide in woods and reefs.

WEATHER

Select constant snow or rain, clear weather or a random mix.

FUNDS

Set the amount of cash each army can earn per property.

TURN

The most powerful army will be declared winner after a set number of turns.

CAPTURE

The team that captures the set number of properties will be victorious.

POWER

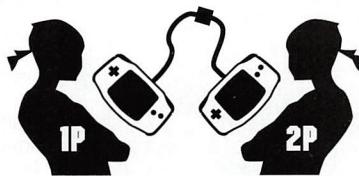
Turn off CO Powers to put the focus on the strength of individual units.

VISUALS

Four Visuals options determine the number of animations to be shown.

TRADING MAPS

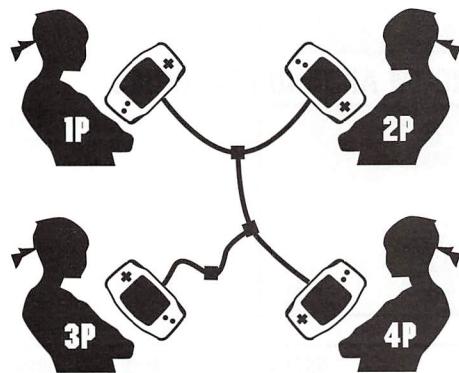
Re-create historical clashes, develop devious scenarios, make challenging conflicts and share them with your friends. By linking Game Pak-equipped GBA systems, you can transfer the maps that you have designed to another copy of Advance Wars 2.



To share a map that you've created in Design Room mode, link two Game Boy Advance systems, each equipped with Advance Wars 2, and send the map from one Game Pak to the other.

MULTI-PAK GAME-LINK BATTLE

The ultimate multiplayer war is one in which all players have Game Boy Advance systems and Advance Wars 2 Game Paks. As long as one player has a map unlocked, all linked players can enter the map. Computer-controlled opponents are out—it's a war of human adversaries.



Use Game Boy Advance Game Link cables to hook up as many as four Game Pak-equipped Game Boy Advance systems, then enter any unlocked Versus mode map, set up the conditions as you like and begin the war.

LINKING TIPS

- Connect the appropriate number of Game Boy Advance systems for the selected battle. All GBAs must be accounted for.
- Check that the Game Boy Advance Game Link cable's purple end is connected to Player 1's Game Boy Advance system.
- Make sure that all systems are turned off until you have connected them.

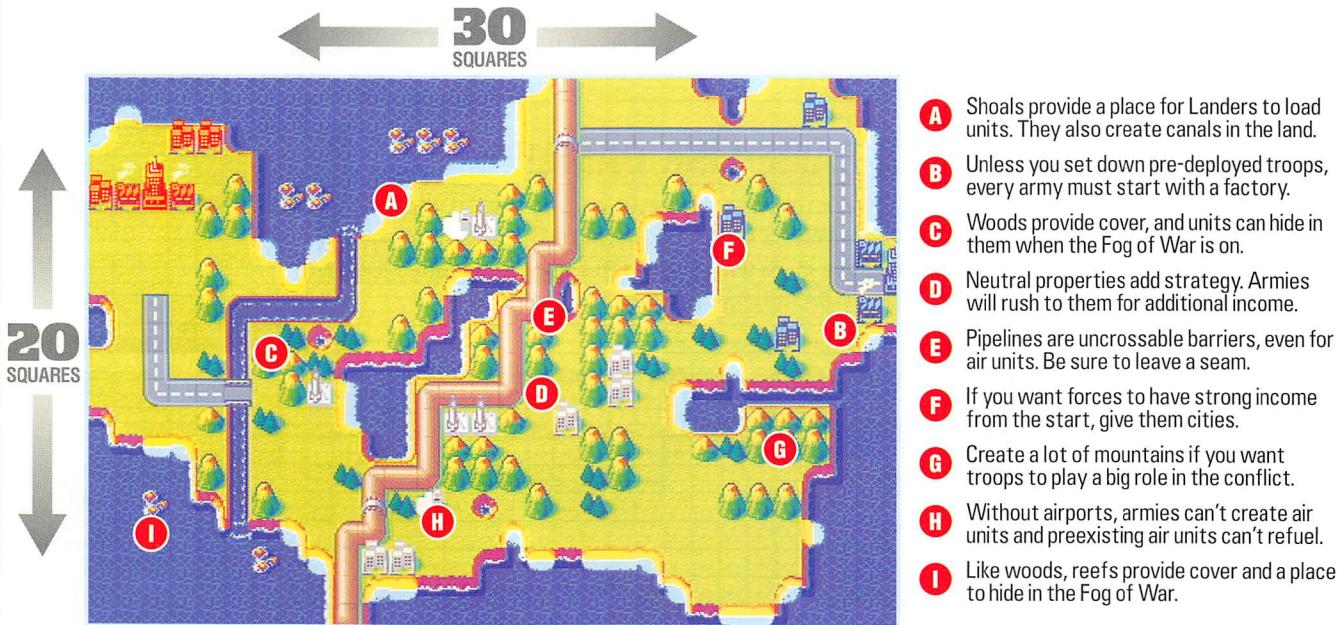
MULTIPLAYER



DESIGNING MAPS

After you've played several preset scenarios, you'll have ideas of what you would like to see in your own map. Enter the Design Room and create your world, complete with up to four

HQs, production facilities and pre-deployed troops. Consider your designs carefully and try to give each army an advantage.



- A Shoals provide a place for Landers to load units. They also create canals in the land.
- B Unless you set down pre-deployed troops, every army must start with a factory.
- C Woods provide cover, and units can hide in them when the Fog of War is on.
- D Neutral properties add strategy. Armies will rush to them for additional income.
- E Pipelines are uncrossable barriers, even for air units. Be sure to leave a seam.
- F If you want forces to have strong income from the start, give them cities.
- G Create a lot of mountains if you want troops to play a big role in the conflict.
- H Without airports, armies can't create air units and preexisting air units can't refuel.
- I Like woods, reefs provide cover and a place to hide in the Fog of War.

CREATE PATHS TO THE HQ BUILDINGS



As you design your battle area, put yourself in the position of each army leader. The armies must be able to reach opposing HQ buildings to capture them. Create passages for battle units to ensure that the HQs are vulnerable.

LIFE ISN'T JUST PEAKS AND VALLEYS



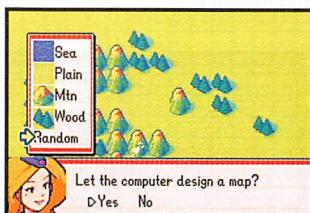
It's fun to create obstacles with mountains and water, but if you want to encourage vehicular combat, you must lay down plains, roads and wooded areas—open areas where units can roll in formation.

LEAVE ROOM AROUND FACTORIES



Factories can churn out one unit per turn, provided that the army has cash. Leave some open space for accumulating units near the factories.

SHUFFLE THE TERRAIN



If you'd like the computer to create a continent and islands for you, select the Fill option from the Map Designer menu, then choose Random in the list of terrain types. Nell will ask you if you want the computer to design a map. Answer "yes" to create the map.

DESIGNING COs



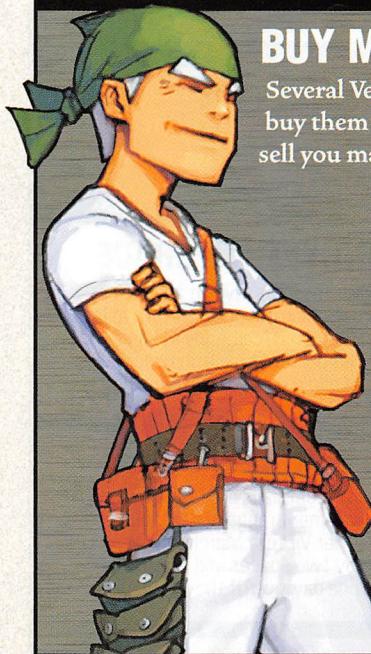
Each CO comes with eight hair- and clothing-color schemes. Select the CO entry in the Design Room, then choose any unlocked CO and cycle between the color schemes. When you've arrived at the desired look for your CO, press the A Button to save your work.



BATTLE MAPS

BUY MAPS, COs AND MORE

Several Versus mode maps are locked at the beginning of the game. The only way to unlock them is to buy them at Hachi's Battle Maps shop. The colorful shop steward will give you some war strategies and sell you maps, COs and the Hard Campaign mode (once you've completed the original campaign).



The first screenshot shows a stock level of 590 with the message: "Tell me, have you ever been to battle with Jess? ▽". The second screenshot shows a stock level of 1190 with the message: "This will let you use Olaf outside of Campaign mode! ▽". The third screenshot shows a map titled "TEAMS" with icons for Olaf, Grit, and Kanbei, and the message: "Choose a CO. ▽".

HACHI JOINS THE FORCE

After you've finished the standard campaign and the hard campaign, Hachi will become available as a CO. You can purchase his CO contract at the Battle Maps shop. Use him in Versus-mode battle.



COMMANDING OFFICERS



THEY'VE GOT THE POWER

In addition to influencing how units move, capture and battle, COs can unleash special powers when their CO Power Meters are full. (Destroy enemy units to build up your meter.) In the original game, COs each had a single special power. In the sequel, COs have normal powers and super versions of their powers.



Know your CO's powers and use them at opportune times. Andy uses his mechanical abilities to repair units.



Olaf is made of sturdy stock. He can create winter for a day and impede his enemies' movement.



Hawke's Black Wave and Black Storm CO Powers damage enemy units and repair allied units at the same time.

LEAD YOUR CO TO VICTORY

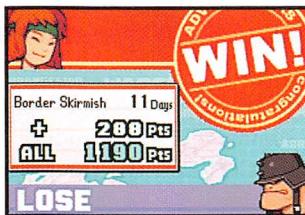
Your CO's natural strengths and special CO Powers will help you ensure victory. At the end of each Campaign mission, you'll earn a rank depending on your performance in three categories. The S (Special) rank is the highest honor. The other ranks go by letter grades (A, B, C).



The speed rating reflects how many days it took for you to win the battle. The number of enemy units that you destroyed determines the Power rating. The Technique rating will be high if you lost few units.

ACCUMULATE CAMPAIGN POINTS

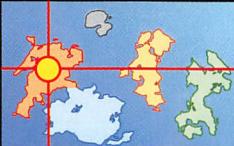
You'll earn up to 100 points for every rating category, for a maximum of 300 points per Campaign battle. After the points for a mission are tallied, they are added to your total number of points. You can spend the points in the Battle Maps store.



Your CO will really rub it in after a victory. After you learn your ranking and point total for the mission, your CO will celebrate as your points are added to your total.



ORANGE STAR



A veteran CO crew commands Orange Star forces. The campaign begins in Orange Star territory, and the Orange Star COs play big roles throughout the game. Andy's, Sami's and Max's abilities affect their battle units directly, making the units stronger, more durable and ready for battle.



ANDY

Well-rounded CO Andy doesn't play favorites. He treats troops, vehicles, air units and naval units equally. He's the ultimate CO for beginning Advance Wars 2 players.

HYPER REPAIR/HYPER UPGRADE

Andy's Hyper Repair power restores two hit points for every unit. Use it at the beginning of your first turn following a big battle. For a heftier boost, call Andy's Hyper Upgrade. It restores five hit points to each unit, increases every unit's firepower and allow units to move farther.



SAMI

The champion of the troops, Sami encourages her Infantry and Mech units to move farther, capture cities and facilities faster and cause more damage, but she's not as proficient as other COs with vehicles.

DOUBLE TIME/VICTORY MARCH

Reaching out to her troops, Sami calls her Double Time CO Power to increase the movement range of her Infantry and Mech units by one space. Her Victory March increases troop movement ranges by two spaces and allows them to capture properties in one day, even if they're damaged.



MAX

Max is the master of treads and tires. When he's in charge, tanks and Recon units cause more damage in direct combat. However, the firing range and firepower of his indirect-combat units suffer.

MAX FORCE/MAX BLAST

Playing to his strengths, the Max Force CO Power increases Max's direct-firing units' power and movement range. Max Blast doubles Max Force's movement-range increase and adds to its firepower boost, too.

BLUE MOON



The Blue Moon COs are a mixed bag of specialists. Olaf hardens his forces into toughing out the weather. Grit makes Rockets, Artillery and Battleships fire farther. Colin uses his economic interests to build units cheaply; unfortunately, he gets what he pays for.



OLAF

The king of cold, Olaf encourages all of his battle units to stay strong and keep moving in the snow. If you're going to set snowy conditions, there's no better CO choice.

BLIZZARD/WINTER FURY

The snow falls on Wars World when Olaf executes his Blizzard CO Power. The snow impedes the movement of opposing forces, but as always, Olaf's units tread on. Winter Fury causes snow to fall and damages all enemy units.



GRIT

True to his background as a marksman, Grit increases the range and power of indirect-firing units, but he has a negative effect on tanks and Recon units. He's the opposite of Max in every way.

SNIPE ATTACK/SUPER SNIPE

Both the normal and super versions of Grit's CO Power add to his indirect-firing units' attack range and firepower. Snipe Attack increases their attack range by one space. Super Snipe increases it by two spaces.



COLIN

CO Colin is a recent recruit to the Blue Moon corps. The wealthy young commander can produce units more cheaply than other COs can. His troops are, however, weaker than most.

GOLD RUSH/POWER OF MONEY

Colin's Gold Rush CO Power adds 50 percent more money to his coffers for a turn, giving him the green light to produce tons of units. When Colin calls the Power of Money, his weapons' strength increases according to how much money Colin has.

YELLOW COMET



Careful planning is the mark of the Yellow Comet tribe. Yellow Comet COs always go into battle having examined all aspects of the scenario. Kanbei leads his forces with confidence. Daughter Sonja leads hers with intelligence. Sensei commands his forces with experience and an aviator's attention to detail.



KANBEI

The emperor of Yellow Comet is Colin's polar opposite. All of Kanbei's units have high offensive and defensive ratings—they're capable of shredding enemy forces. The drawback is that they're expensive to deploy.

MORALE BOOST/SAMURAI SPIRIT

Kanbei's Morale Boost CO Power increases the attack strength of all battle units. His Samurai Spirit power increases unit strength (both offensive and defensive) even more, and makes his units more effective in counterattacks.



SONJA

Kanbei's daughter, Sonja, is a careful tactician. All of her units have extended vision in the Fog of War, and their counterattacks are stronger than average. Also, Sonja is able to hide her units' hit-point data from enemies.

ENHANCED VISION/COUNTER BREAK

Useful only when Fog of War is on, Sonja's Enhanced Vision CO Power allows her units to peer into woods and reefs and see even farther than normal. Counter Break is a more powerful version of Enhanced Vision.



SENSEI

New for Advance Wars 2, Sensei is an old and wise CO—he's a legendary paratrooper. Sensei has powerful Infantry and Battle Copter units and a high movement range for transporters. His weakness is naval combat.

COPTER COMMAND/AIRBORNE ASSAULT

Battle Copters benefit from increased firepower while under the influence of Sensei's Copter Command. The CO Power also drops Infantry units on all allied cities. When Sensei calls Airborne Assault, Mech units land on allied cities. Dropped units can move without waiting a turn.

GREEN EARTH



The Green Earth COs cover the sky, the sea and the ground. Eagle is an expert with air forces. Drake sees to the navy and Jess is a master of tank combat. Eagle and Jess don't get along, but Drake acts as a middle man so the Green Earth forces can work as one against their common enemy.



EAGLE

Although Eagle has little patience for naval battle, his ability to lord over the skies is unmatched. Eagle's air units require less fuel than those of other COs, and they are superior in offensive and defensive strength, too.

LIGHTNING DRIVE/LIGHTNING STRIKE

Eagle's Lightning Drive increases the offensive and defensive power of his air units. Lightning Strike further increases his air power and allows all units (except for Infantry and Mech units) to move twice in a turn.



DRAKE

Jolly pirate Drake is a master of naval units. All of his floating forces move farther than those of other COs. Their defenses are high, too, and they don't slow down in rainstorms.

TSUNAMI/TYPHOON

Both of Drake's CO Powers damage all opposing forces and decrease their remaining fuel by one half. Tsunami hits every enemy unit for one point of damage, and the powerful Typhoon damages units by two points.



JESS

Jess may not have the gruff exterior of Max or Flak, but she matches their influence over direct-firing vehicles. However, the tank-driving CO does not do well with troops, air units or naval units.

TURBO CHARGE/OVERDRIVE

Jess's Turbo Charge is a tune-up for vehicles. Their movement range increases by one space when she summons the power. Their firepower increases, too, and their fuel and ammo supplies are replenished. Overdrive doubles the power of Turbo Charge.

ADDITIONAL COs



NELL

You'll unlock Nell for CO duties after you complete the standard campaign with an A ranking or better. Her units strike with more force than others at times.



HACHI

Following your victory in Hard Campaign mode, Hachi will become a selectable CO. Like Colin, Hachi is able to deploy units at a reduced rate.

LUCKY STAR/LADY LUCK

Nell's Lucky Star CO Power increases the likelihood that her units' attacks will strike with additional firepower and damage multiple enemy units with a single attack. Lady Luck is a more powerful version of Lucky Star.

BARTER/MERCHANT UNION

Hachi's Barter CO Power allows him to deploy units at an even better price than he usually gets. Merchant Union also drops the cost of deployment and gives Hachi the ability to deploy from any allied property.

BLACK HOLE



Brains, brawn and misguided malice drive the Black Hole Army's COs. Lord Sturm's four underlings are new to the Advance Wars universe. Flak brings blind strength to the mix. Lash adds wit and guile. Adder slinks in with cunning. Hawke rules with pure power. Sturm, of course, is in a class by himself.



FLAK

Strongman Flak usually increases the firepower of the units under his command, but sometimes his units fire duds. He's the classic heavy hitter—he's strong when he connects, but he occasionally strikes out.

BRUTE FORCE/BARBARIC BLOW

Flak's Brute Force power feeds off his strength. It increases his units' firepower and sometimes triggers super-strong blows. There's a chance that it can fizzle out, though. Barbaric Blow is more powerful than Brute Force, but it has the same drawbacks.



LASH

Young inventor Lash is like Sonja's evil twin. She is wily and she encourages her forces to use the terrain to their advantage. While hiding in strong defensive positions, Lash's units increase in offensive power.

TERRAIN TACTICS/PRIME TACTICS

Both of Lash's CO Powers make her ground units impervious to slowdown from terrain features. The powers also increase the strength of units that use the terrain to their advantage. Prime Tactics is twice as effective as Terrain Tactics.

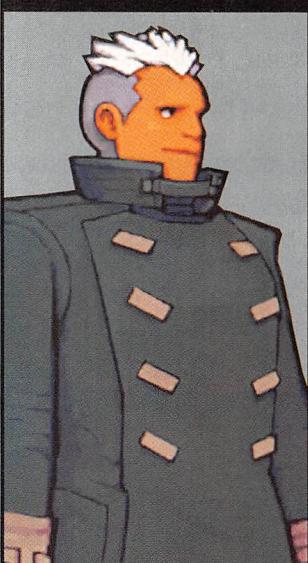


ADDER

An ambitious snake of a CO, Adder outranks Flak and Lash and he lets them know it on a regular basis. By exerting his influence, Adder is able to build his CO Power more quickly than others do.

SIDESLIP/SIDEWINDER

The far-reaching Adder uses his CO Power to make his units cross terrain quickly. Sideslip increases the movement range of all units by one space. Sidewinder increases the movement range by two spaces.

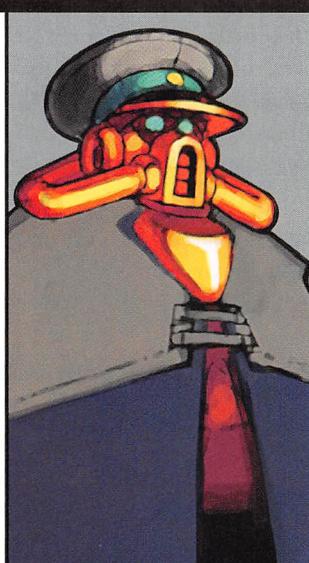


HAWKE

Although his name suggests that Hawke is an air specialist, Sturm's top-ranking subordinate strengthens the firepower of all units under his wing. Hawke's weakness is that his CO Power builds slowly.

BLACK WAVE/ BLACK STORM

Similar to Drake's Tsunami and Typhoon, Hawke's Black Wave and Black Storm cause damage to opposing forces while they repair allied units. Black Wave causes/restores one hit point, and Black Storm causes/restores two hit points.



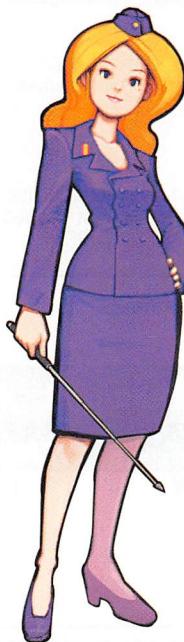
STURM

Will Lord Sturm ever learn his lesson? He was beat soundly in the original Advance Wars and his former COs have turned on him, but he continues to forge into Wars World. All of Sturm's units have firepower superior to that of other COs' units and they can move swiftly over all terrain types, though they are weak in the snow.

METEOR STRIKE

Sturm has only one CO Power, but it's a doozy. Meteor Strike causes eight points of damage to all units that it hits, and it increases the firepower and defense of Sturm's battle units.

TERRAIN INTEL



The more you know about the features of each Advance Wars 2 map, the better you will be able to navigate and develop strategies. You will win or lose your battles based on your ability to read the terrain and use it to your advantage.



Units move at varying rates over different types of terrain. Some terrain features protect your units—some even hide them in the Fog of War.

TERRAIN TYPES

The main functional difference between terrain types is the way that they affect the movement ranges of battle units. Some terrain types also provide a defensive advantage.



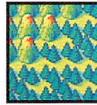
PLAINS

The tall grass of the open plains have a slight negative effect on vehicle movement, and they provide some minimal defensive cover.



ROADS AND BRIDGES

Ground forces travel at top speed on roads and bridges. Bridges are of note as they can be blocked easily.



WOODS

Offering twice as much cover as plains, thick woods also slow down vehicles. Units can hide in the woods without being noticed when Fog of War is on.



MOUNTAINS

The only ground forces that can cross mountains are Infantry and Mech units. They offer twice as much defensive protection as woods do.



REEFS

Reefs provide the only defensive cover for naval units. When Fog of War is on, ships can hide in the reefs without being noticed.



RIVERS

Water runs through many of the maps in Advance Wars 2. Infantry and Mech units can wade across rivers, but vehicles must cross at bridges.



SEAS

The seas are open to all naval units. They don't impede naval travel, but they don't offer any defensive cover, either. Submarines can hide in the water by diving.

FACILITIES

Much of the strategy of Advance Wars 2 revolves around capturing and managing facilities. Make a note of the facilities on each map and formulate your war plan based on the location of key properties.



FACTORIES

Factories produce all types of ground units, from Infantry units to Neotanks. Keep them churning out units to add to your forces.



CITIES

Cities generate revenue, provide defensive cover and refuel and repair ground units. Keep enemies from capturing your cities at all costs.



HEADQUARTERS

Offering as much defensive cover as mountains do, your headquarters building is the king in the Advance Wars 2 chess game. If you lose it you lose the war.



SEAPORTS

Seaports are bases on the water. Use them to create, refuel and repair all naval units.



AIRPORTS

Airports have a great effect on a battle's complexion. When airports are available, the fight will largely focus on the production of air units.



MISSILE SILOS

New to Advance Wars 2, Missile Silos launch Rockets that damage all units within their blast radius. Only Infantry or Mech units can operate Missile Silos.



PIPELINES

Feeding Sturm's factories, Pipelines figure prominently into the Campaign mode story line. You can bust them only at the seams.

TERRAIN INTEL



UNIT STATS

UNIT STATS



By knowing your fighting units' strengths, weaknesses and specialties, you stand a better chance of winning the war. Every piece of the puzzle has a purpose. Examine the stats for every unit and weigh the costs against the benefits as you build your battle force.

MOVE

The Move stat reflects the number of spaces per turn the unit can move with no terrain resistance.

RANGE

The Range stat matters only for indirect-firing units. All other units must be adjacent to their targets to attack.

VISION

When Fog of War is on, lead with units that have a high Vision rating and let them reveal targets for the other units.

FUEL

Fuel is a factor on large maps. If your units are low on fuel, have them retreat to allied properties or refuel them with APCs.

LAND UNITS

ANTI-AIR

8,000 CR**INTEL**

The Battle Copter's worst enemy suppresses troops and air units effectively. Use Anti-air units to defend key properties and to travel with Infantry and Mech units when you intend to capture an enemy airport.

MOVE 6**VISION 2****RANGE 1****FUEL 60****WEAPON****VULCAN****AMMO**

9

APC

5,000 CR**INTEL**

APCs play a big role at the beginning of missions in which property capture is important. Use APCs to shuttle Infantry and Mech units to remote cities and facilities. Also use them to refuel and reload your forces.

MOVE 6**VISION 1****RANGE —****FUEL 70****WEAPON****—****AMMO**

—

ARTILLERY

6,000 CR**INTEL**

Although they are inferior to Rockets in range and power, Artillery units are a good choice for defense on a budget. Put them behind strong direct-firing units at key defensive positions, such as bridges and narrow paths.

MOVE 5**VISION 1****RANGE 2-3****FUEL 50**

0 1 2 3 4 5

WEAPON**CANNON****AMMO**

9

INFANTRY

1,000 CR**INTEL**

Inexpensive and fleet of foot, Infantry units are perfect for capturing uncontested properties. They cost one-third as much as Mech units and can move 1.5 times as far as Mechs per turn.

MOVE 3**VISION 2****RANGE 1****FUEL 99****WEAPON****MACHINE GUN****AMMO**

∞

MEDIUM TANK

16,000 CR**INTEL**

Medium (Md.) Tanks are the most powerful conventional direct-firing ground units. If you can afford a Medium Tank early, you can keep your enemies on the defensive and slow their development.

MOVE 5**VISION 1****RANGE 1****FUEL 50****WEAPON****CANNON****AMMO**

8

MACHINE GUN

∞

MECH INFANTRY

3,000cr

**INTEL**

Mech units move more slowly than standard Infantry units, but they pack a bigger punch and can hold their own against Recon units and Tanks. Use Mechs to capture properties in the thick of battle.

MOVE 2 **VISION 2****RANGE 1** **FUEL 70****WEAPON****BAZOOKA****AMMO**

3

MACHINE GUN

∞



MISSILES

12,000cr

**INTEL**

Although they are powerful and have a long firing range, Missiles can target only air units. Use them to defend your base in an air war and to keep air-unit production down in enemy airports.

MOVE 4 **VISION 5****RANGE 3-5** **FUEL 50****WEAPON****MISSILES****AMMO**

6



RECON

4,000cr

**INTEL**

The ground units with the largest movement range also have the longest vision. When Fog of War is on, Recon units are very useful. The drawback is that they have the weak offensive power of Infantry units.

MOVE 8 **VISION 5****RANGE 1** **FUEL 80****WEAPON****MACHINE GUN****AMMO**

∞



ROCKETS

15,000cr

**INTEL**

Able to fire shots over long distances and cause as much damage as Medium Tanks do, Rockets are great to have in your second line during a large-scale attack. Soften enemy forces with Rockets, then move in with tanks.

MOVE 5 **VISION 1****RANGE 3-5** **FUEL 50****WEAPON****ROCKETS****AMMO**

6



TANK

7,000cr

**INTEL**

Standard Tanks can move faster and see farther than Medium Tanks can, and they are less than half the price. However, they are far less effective in combat. Use them at the start of a battle, then move on to heavier machinery.

MOVE 6 **VISION 3****RANGE 1** **FUEL 70****WEAPON****CANNON****AMMO**

9



NEOTANK

22,000cr

**INTEL**

Straight from the Black Hole Army's labs, Neotanks are new for Advance Wars 2. Each Neotank costs nearly as much as a standard Tank and a Medium Tank combined, but the units provide immense firepower and they're nearly indestructible.

MOVE 6 **VISION 1****RANGE 1** **FUEL 99****WEAPON****NEW CANNON****AMMO**

9



BATTLESHIP

28,000cr

**INTEL**

The long-range-firing guardians of the sea are as powerful as Rockets and better protected. Use Battleships to patrol the water and to destroy ground targets in battles that take place near the shore.

MOVE 5 **VISION 2****RANGE 2-6** **FUEL 99****WEAPON****CANNON****AMMO**

9

**UNIT STATS**



UNIT STATS

CRUISER



INTEL

Perfect for sea-and-air battles, Cruisers are direct-firing units that cause the same amount of damage to air targets as Anti-air units can. They are also capable of carrying Battle Copters and Transport Copters.

	MOVE 6		VISION 3
	RANGE 1		FUEL 99

18,000cr

	WEAPON
	MISSILES
	AA GUN

AMMO
9

∞

LANDER



INTEL

As the only transport units that can carry ground vehicles, Landers are incredibly useful in missions that involve islands without factories. You can load two units onto each Lander on beaches or in seaports.

	MOVE 6		VISION 1
	RANGE —		FUEL 99

12,000cr

	WEAPON
—	—

AMMO
—
—

SUBMARINE



INTEL

Submarines are effective against all water units and are undetectable when submerged. However, they expend five times as much fuel when they are underwater as when they are at the surface.

	MOVE 5		VISION 5
	RANGE 1		FUEL 60

20,000cr

	WEAPON
	TORPEDOES

AMMO
6

BATTLE COPTER



INTEL

By far the least expensive air-to-ground attack units are versatile and about as powerful as Mech units. They can target ground and air targets, but they are unable to fire on high-flying Bombers or Fighters.

	MOVE 6		VISION 3
	RANGE 1		FUEL 99

9,000cr

	WEAPON
	MISSILES
	MACHINE GUN

AMMO
6
∞

BOMBER



INTEL

The most powerful air units are more than twice as expensive as Battle Copters but well worth the cost in battles against strong ground units. Keep Bombers well beyond the attack ranges of Anti-air units.

	MOVE 7		VISION 2
	RANGE 1		FUEL 99

22,000cr

	WEAPON
	BOMBS

AMMO
9

FIGHTER



INTEL

When the air war is heating up and Battle Copters are not up to the task, you can clear the skies in a hurry with Fighters. Their big drawback is that they are incapable of hitting ground and water targets.

	MOVE 9		VISION 2
	RANGE 1		FUEL 99

20,000cr

	WEAPON
	MISSILES

AMMO
9

TRANSPORT COPTER



INTEL

Transport Copters are indispensable in missions that require the swift movement of Infantry and Mech units over mountains or water. They cost the same as APCs and are much more versatile.

	MOVE 6		VISION 2
	RANGE —		FUEL 99

5,000cr

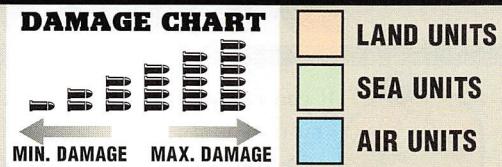
	WEAPON
—	—

AMMO
—
—

DAMAGE CHART

When you know what types of units you're up against, you can develop effective counterforces. You may want to throw a Neotank into every situation, but it's often more economical and more effective to use multiple units of different varieties. Do the math and develop a lean, mean fighting force.

DAMAGE CHART



VS.	ANTI-AIR	APC	ARTILLERY	INFANTRY	MD. TANK	MECH	MISSILES	RECON	ROCKETS	TANK	NEOTANK	BATTLESHIP	CRUISER	LANDER	SUBMARINE	B. COPTER	BOMBER	FIGHTER	T. COPTER
ANTI-AIR	II	-	III	IV	V	VI	VII	VI	VIII	VII	VIII	IX	X	XI	XII	XIII	XIV	XV	
APC	I	-	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
ARTILLERY	II	I	III	IV	V	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
INFANTRY	I	II	III	IV	V	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
MD. TANK	II	II	III	IV	V	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
MECH	II	I	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
MISSILES	I	-	I	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
RECON	I	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
ROCKETS	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
TANK	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
NEOTANK	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
BATTLESHIP	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
CRUISER	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
LANDER	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
SUBMARINE	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
B. COPTER	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
BOMBER	II	II	III	IV	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	VI	
FIGHTER	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
T. COPTER	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	



STRATEGY BASICS



If you run your missions with military precision you'll stand a good chance of winning—even if the odds are stacked against you. Study the map at the beginning of every operation and formulate a strong strategy, but be ready to adjust based on your opposition's actions.

UNIT INTERACTION

Your forces' power is greater than the sum of its stats. The pieces of your army must work together to accomplish mission goals. Consider the ways in which your units can interact with each other as the mission progresses.

UNITE

Your forces can incur a lot of damage quickly. If two units of the same type are both in danger of elimination, join them to turn them into one more-powerful unit.



LOAD

The main function of transport units is to carry and protect units. When you load a unit onto a transporter, the cargo will not take damage even if the transporter is under fire.



DROP

When you drop a unit, the unit will not be able to carry out any orders until the next turn. Be sure to protect it from the opposition in the meantime.



SUPPLY

APCs can reload and refuel adjacent units after they move each turn. If your forces are going deep into enemy territory, send an APC along with the battle units.



CROSS TERRAIN

Examine the terrain features of every mission area. Your ground units' movement ranges will vary based on how well they perform on individual terrain types.

MOUNTAINS

Among ground units, only Infantry and Mech units can cross mountains. Mech units can cross mountains as quickly as they can cross any type of terrain, but Infantry units move one space fewer for every mountain that they climb.



WOODS

Infantry and Mech units are equally proficient in crossing wooded terrain—it doesn't affect them in the least. Units on treads lose a space for every wooded area they must cross. Rockets and Missiles lose two spaces.



PLAINS

Open plains are as easy to cross for most ground units as roads are. However, Rockets and Missiles lose a space in their movement ranges for every stretch of plains they must cross.



STRATEGY CHECKLIST

To make the most of every turn, carry out the functions of your units and facilities in a set order. Follow our checklist to ensure that you're doing everything you can do.

1. CAPTURE PROPERTIES

Cities and production facilities bring in revenue, allowing you to produce more and stronger units. Identify the properties that are within range at the beginning of every turn and capture them.

2. TARGET AIR AND NAVAL UNITS

Opposing forces that approach by air or water have a way of sneaking up on you. They move quickly and are not affected by terrain features. Watch their ranges and target them first.

3. ATTACK WITH INDIRECT UNITS

Indirect-firing units (Rockets, Artillery, Missiles and Battleships) are not in danger of immediate counterattacks. Use them to soften enemy forces before you move in with direct-firing units.

4. ATTACK WITH DIRECT UNITS

Once you've done all the damage that you can with indirect-firing units, attack with your tanks. If your direct-firing units are damaged, consider moving them out of harm's way instead.

5. MOVE STRATEGICALLY

After you've completed your attacks for the turn, move the rest of your units as you see fit. Keep the attack ranges of opposing forces in mind as you move and keep your units out of danger.

6. PRODUCE UNITS

The last thing that you should do every turn is take a look at your funds and determine what units you can afford. Choose strategically placed production facilities, then create your new units.

OCCUPY PROPERTIES

Much of your strategy for each mission should revolve around the types of properties that are available for capture and the paths that lead to your properties. Identify, occupy and capture key areas.

FACTORIES

Factories (AKA bases) produce, repair and supply ground units. Capture factories to raise your production capacity and to keep them out of enemy hands.



CITIES

Not only do cities produce revenue, but they also provide cover and they repair and resupply your ground units. Capture as many cities as you can.



BRIDGES

Bridges are bottlenecks. By placing strong units on bridges and backing them with indirect-firing units, you can keep ground forces from your territory.



SEAPORTS AND AIRPORTS

The strength of your naval and air forces depends on the number of seaports and airports you control. Choose ports that are close to enemy properties.



PRODUCTION STRATEGY



There is a battle-unit combination to fit every situation. Early in most missions it makes sense to produce Infantry, Mechs and other inexpensive forces. As your revenues increase and the opposing forces become more powerful, bring out the big guns.

POWER-PACKED UNITS



Neotanks are very strong and well-armored. They are the perfect anchors for your ground attack.



Fighters can target all air units, but *only* air units. Use them to thin out enemy air forces.



Subs are strong and difficult for enemies to find. When submerged, they can attack undetected.

WATCH AND REACT: CREATING COUNTERFORCES

It's important to size up the number and types of units on the opposing side. If your enemies are creating powerful forces, you must counter with units that are effective against them or

face their wrath. The following table shows which forces you should create when your enemies come out with their strongest units.

ENEMY UNITS



NEOTANK



MD. TANK



FIGHTER



BOMBER



BATTLE COPTER



SUBMARINE

COUNTERFORCES



Fight fire with fire. When your enemies produce the most powerful tanks available, counter with your own strong tanks, indirect-firing units and Bombers.



If you're not prepared for them, air strikes can be devastating. Use Fighters, Missiles and Anti-air units in combination to keep enemies away from your airspace.



When enemy submarines are trolling the waters, no naval units are safe. Cruisers are good naval counters to Subs, but the best solution is to attack from the ground with indirect-firing units.



THE ABCs OF APCs

Although APCs have no offensive capabilities, they are incredibly versatile. Their primary function is to carry and protect troops, but they can also reload and refuel units and provide cover for units that are prime enemy targets.



BRING IN THE SUPPLIES



When your units have traveled far and been through a lot of fighting far from allied cities and facilities, they tend to be low on fuel and ammunition. Instead of retreating, you can take supplies to your units in APCs.

BLOCK AND COVER



APCs are relatively inexpensive units that can travel far. If you are prepared to sacrifice your APCs, you can use them to block attacks by direct-firing units that are gunning for your offensive forces.

STRATEGY



STRATEGIC OFFENSE



As you march toward victory, you must be cautiously aggressive. Attack your enemies with all of the strength you can muster, but don't leave your units stranded. The following strategies will keep you in fighting shape.

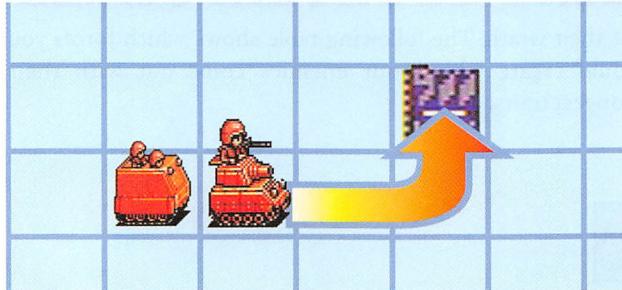
FOG OF WAR



When you're operating under the Fog of War, move your Recon units first to reveal the enemies, then attack with your more powerful forces.

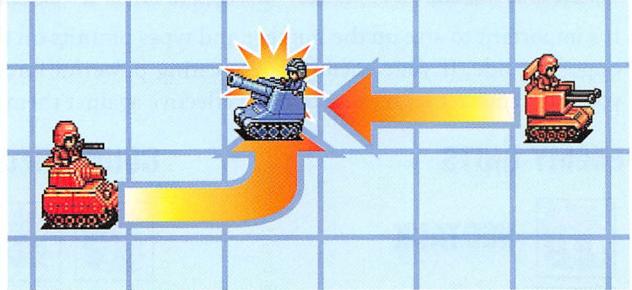


PARK ON ENEMY PROPERTIES



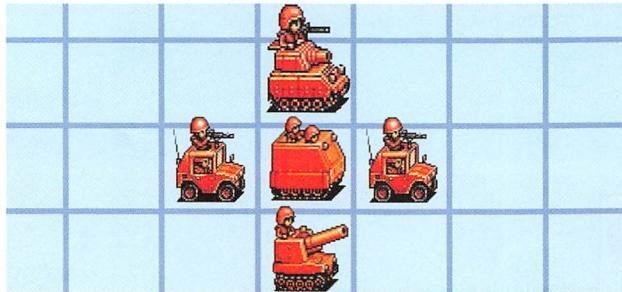
Only Infantry and Mech units can capture enemy properties, but any unit can keep an enemy factory, airport or seaport from producing units. Place the unit on the facility and don't budge.

ATTACK WITH TWO UNITS



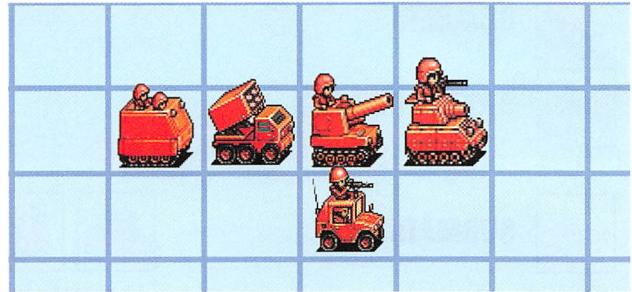
When the object is to destroy enemy units, you'll do well by doubling up your forces. Attack with the most powerful unit first, then clean up with the weaker unit.

ESCORT TRANSPORTS



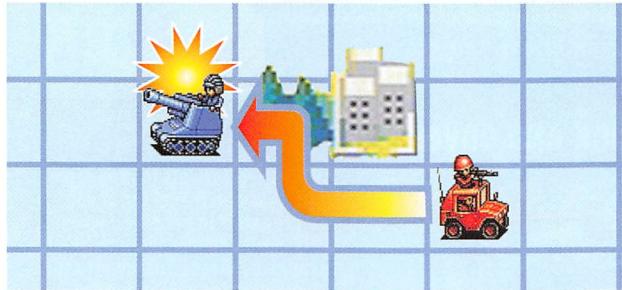
Transport units are sitting ducks. When enemies attack them, transports are incapable of fighting back. By surrounding key units on all four sides, you can keep your transports from direct enemy contact.

MIX UP YOUR FIGHTING FORCES



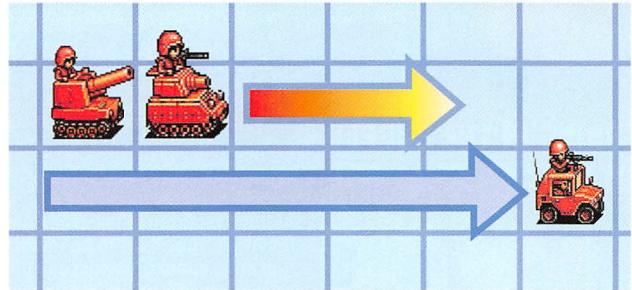
Indirect-firing units are vulnerable to direct attacks, but they are useful in your second line, behind powerful direct-firing units. The best way to exploit your units' strengths is to have them travel in mixed packs.

ATTACK FROM COVER



Position your attacking units on terrain features that provide cover, such as woods or cities. Your units will take less damage in the counterattack and they will be in a good position during the enemy's turn.

MOVE TOGETHER



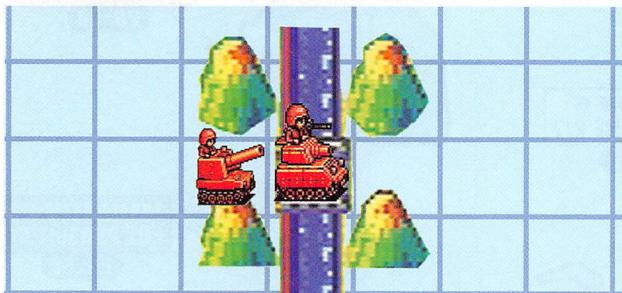
There is power in numbers. Keep your units together as they storm into enemy territory. Your fast units will have to wait as the slow ones catch up, but the benefits outweigh the costs.

STRATEGIC DEFENSE



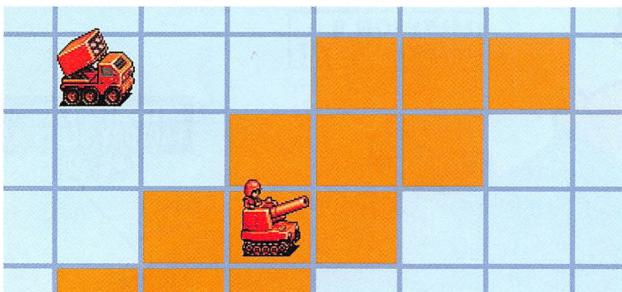
A smart defense will keep your enemies contained, your units intact and your properties free from capture. Establish a safety zone around your HQ and use defensive positions to keep your enemies at bay.

DEFEND KEY PASSAGES



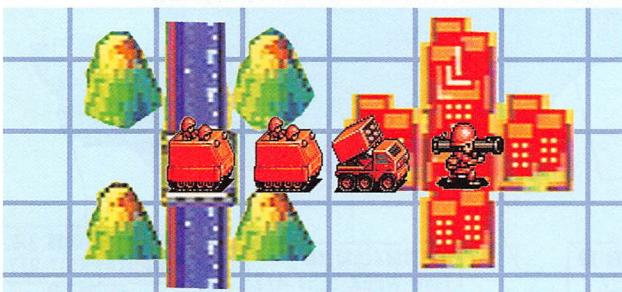
By placing your defending units directly on bridges or in the middle of one-space-wide passages, you can keep multiple direct-firing units from attacking them in the same turn.

COVER YOUR CANNONS



Don't leave your indirect-firing units out in the open without protection from other indirect-firing units. If you have two Rocket units or Artillery units close together, they can protect each other.

SACRIFICE UNITS

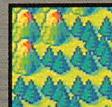


Late in a battle, you may have to take desperate measures to keep enemies away from key positions. Put expendable units in the line of fire to keep enemies from attacking the most important pieces.

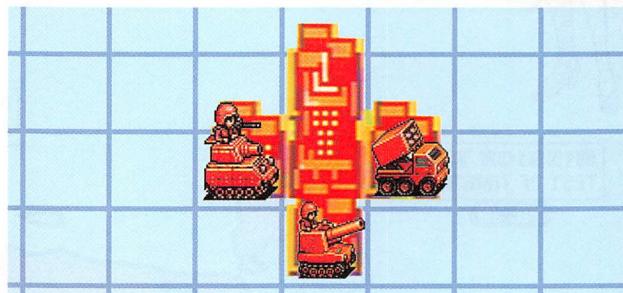
FOG OF WAR



When Fog of War is on, your ground units can hide out of sight of other ground units by waiting in the woods. Naval units can conceal themselves in reefs.



SURROUND YOUR HQ



If enemy forces capture your HQ building, you will lose. As the battle develops, assign a mix of direct-firing and indirect-firing units to protect your capitol.

DEFEND FROM ON HIGH



Mountains provide more protection than any other terrain type. When you're defending with troops, put them on mountains or allied properties (if available).

KEEP YOUR DISTANCE



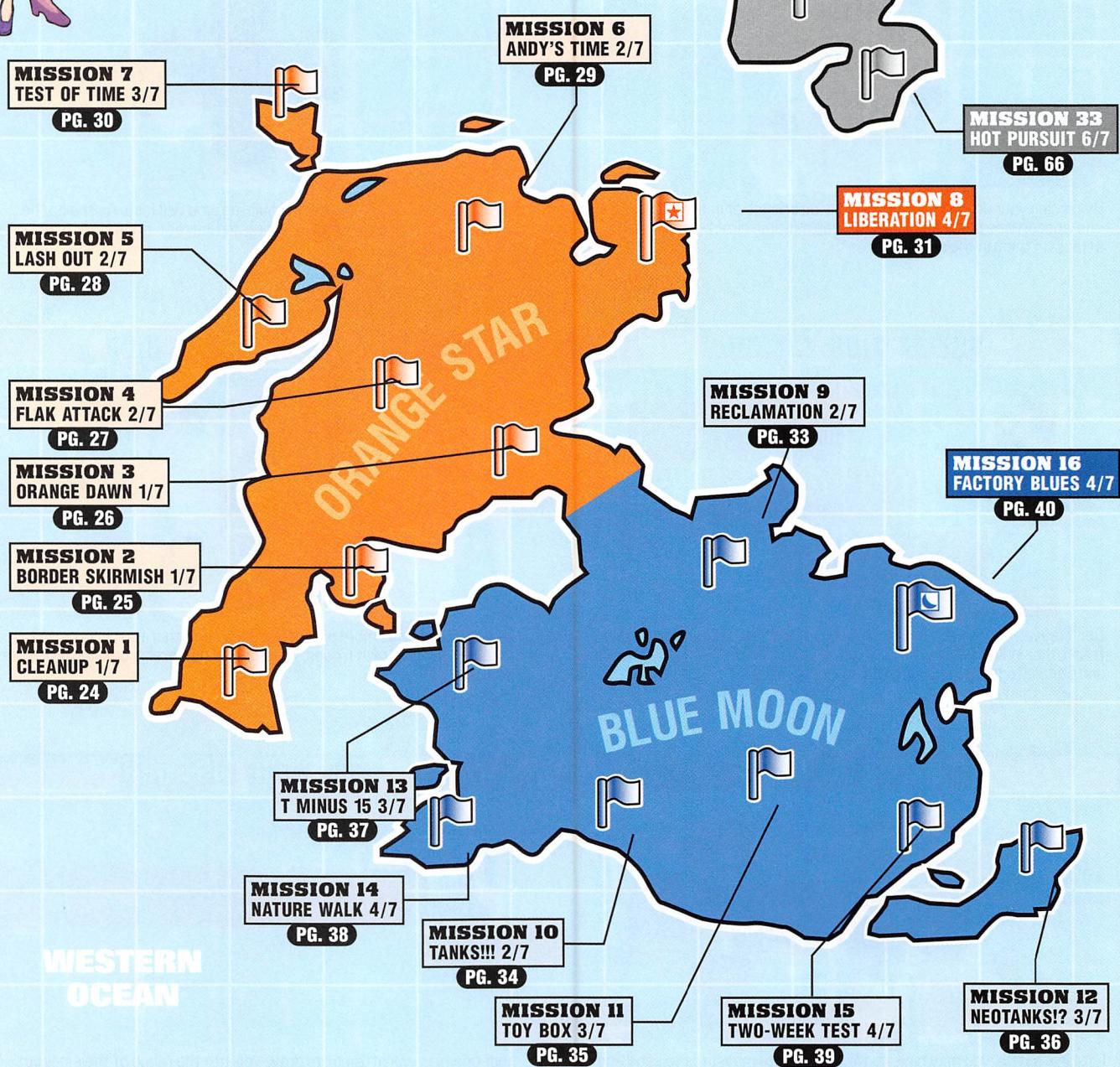
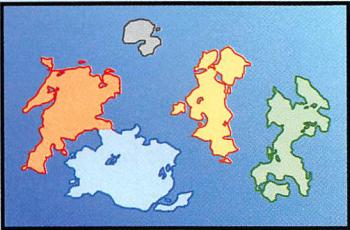
Your enemies will attempt to draw you into the range of their indirect-firing units. Don't take the bait. Pick off the units with your own long-range indirect-firing units or with direct attacks from quick units.

STRATEGY

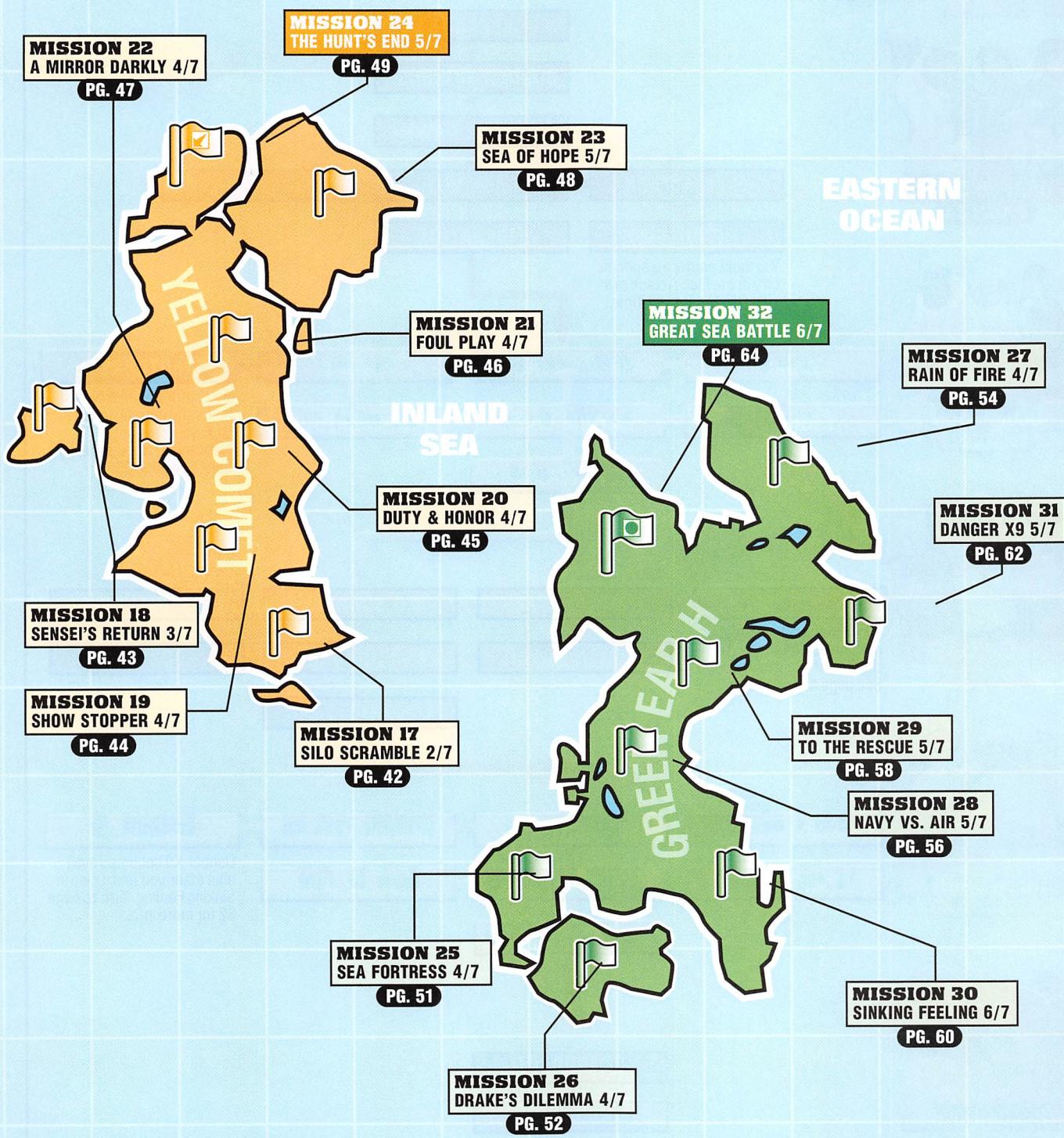
WARS WORLD MAP



The campaign begins on the Orange Star continent, then it spills out onto the Blue Moon, Yellow Comet and Green Earth territories where Lord Sturm's Black Hole Army has set up strongholds. Our walk-through presents the missions in order of difficulty (easiest first) on each continent. The numbers next to the titles in the map callouts show each mission's difficulty rating in normal Campaign mode—a maximum of seven stars. Hard Mode Campaign missions have a maximum difficulty of 10 stars.



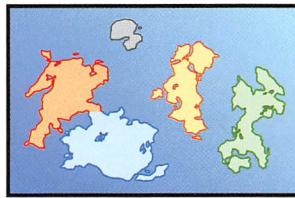
WARS WORLD MAP



MISSION FLOWCHART



After you clear the first three missions, three more missions will appear on the map. You can take them on in any order. Once you've claimed victory on Orange Star, battles in the Blue Moon and Yellow Comet territories will become available. Every fight offers its own challenges. If you can't crack a particular battle, move on to another one and come back after you have more fighting experience.



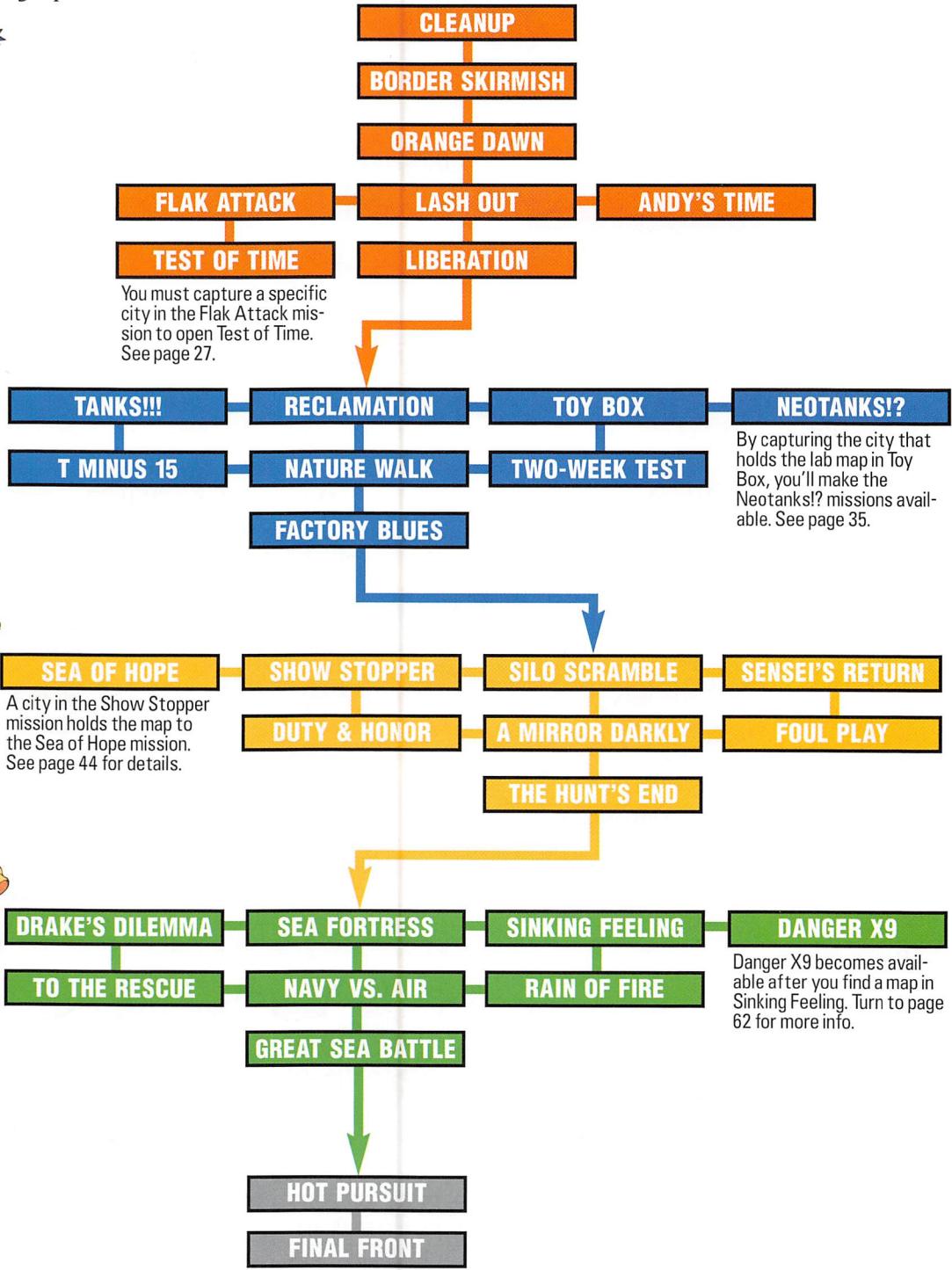
ORANGE STAR
PAGE 24



BLUE MOON
PAGE 33



YELLOW COMET
PAGE 42



CAMPAGNE



STURM PULLS THE WORLD INTO WAR

Having not learned his lesson from the humiliating defeat that his Black Hole army suffered in Cosmo Land, Lord Sturm has mounted a campaign against Macro Land in an effort to establish a base in Wars World. Nell, Sami and the rest of the Wars World COs are determined to not let that happen. You'll fight on land, at sea and in the air to send the Black Hole army back from whence they came.



ORANGE STAR

MISSION 01

DIFFICULTY: ★★★★★★★★★

CLEANUP

**ANDY**

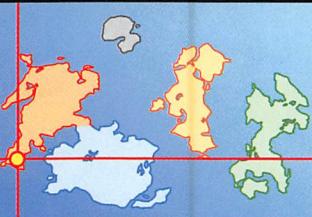
HYPER REPAIR/HYPER UPGRADE

**FLAK**

BRUTE FORCE/BARBARIC BLOW

MISSION TERMS:

Following a large skirmish with Flak's forces, only two enemy units remain—it's a good time for you to step in. You'll finish quickly if you take on the units rather than charging the enemy HQ. Hit them hard, then move on to the next challenge.

**STARTING BASES:** N ⚪ ⚫

	CITIES	-	-	-
	FACTORIES	-	-	-
	AIRPORTS	-	-	-
	SEAPORTS	-	-	-
	MISSILE SILOS	-	-	-

**CRUCIAL CROSSING**

Bridges are important strategic points. Units on tracks or wheels need bridges to cross rivers. If you protect all bridges, you can contain the enemy forces.

**RUN TO THE WOODS**

Trees provide cover. When you attack from the woods your unit has a defensive advantage. In missions that are affected by the Fog of War, wooded units are hidden.

CHECKLIST

- ① COVER GROUND QUICKLY WITH THE APC
- ② STAND YOUR GROUND AT ALLIED HQ
- ③ USE TERRAIN FEATURES AS PROTECTION

① COVER GROUND QUICKLY WITH THE APC

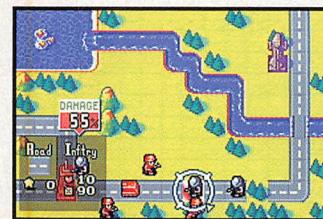
An Armored Personnel Carrier (APC) can travel twice as far as an Infantry unit can in the same time. Move the APC close to your HQ on Day 1, then load it with an Infantry unit and take off for enemy territory on Day 2. If you want to get to the opposing HQ, you can reach it in a few days.

② STAND YOUR GROUND AT ALLIED HQ

Enemy Infantry units are set on taking over your HQ. Make sure that there are always allied units between the enemies and your HQ building. To ensure that the enemies can't advance on the building, leave a unit on the HQ space. If the unit is damaged it will repair itself every turn.

BLACK HOLE TACTICS**STRAIGHT-AHEAD INVASION**

Black Hole army troops will cross the river on the first day and storm toward your forces. Make them pay for their mistake.

③ USE TERRAIN FEATURES AS PROTECTION

If an enemy unit is adjacent to a wooded area that is within your reach, duck into the woods and attack from the cover of the trees. Your unit will take less damage in a covered battle than it would if it were out in the open.

MARCHING ORDERS

Your units outnumber Flak's units three to two. You should be able to claim victory in less than a week and earn an S ranking. Check enemy ranges to ensure that you always attack first. Double-team enemies and fight from the woods when possible.

MISSION 02

DIFFICULTY: ★★★★★★★★

BORDER SKIRMISH

**SAMI**

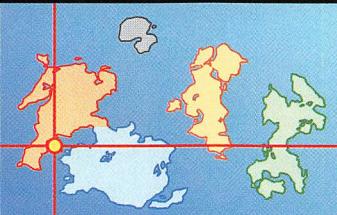
DOUBLE TIME/VICTORY MARCH

**FLAK**

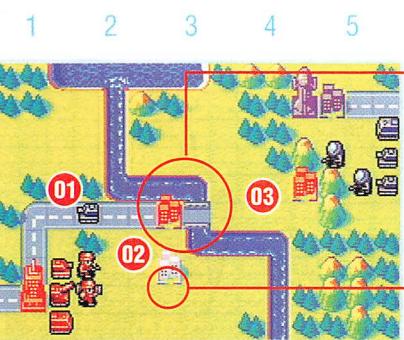
BRUTE FORCE/BARBARIC BLOW

**MISSION TERMS:**

Flak brings out his tanks in your second battle. After you deal with the enemy Tank that has already crossed the bridge into your territory, you must set up a position at the bridge and keep more forces from wheeling in.

**STARTING BASES:**

	N	★	■
CITIES	1	2	1
FACTORIES	-	-	-
AIRPORTS	-	-	-
SEAPORTS	-	-	-
MISSILE SILOS	-	-	-

**KEY CONTROL SPOT**

The bridge and the Orange Star city in the middle of the field are key positions. As you hold the bridge, you can repair injured units in the city.

**TAKE TERRITORY**

Capture neutral properties with Infantry or Mech units at your first opportunity. Captured properties will bring in funds and provide your units with a place to rest and repair.

CHECKLIST

- ① DESTROY THE FORWARD UNIT
- ② CAPTURE THE NEUTRAL CITY
- ③ TAKE AND HOLD THE BRIDGE

① DESTROY THE FORWARD UNIT

A single Tank leads the charge for Flak's forces. Your first act should be to eliminate the forward threat. It's out of Artillery range, but you can hit it with your Tank and your Mech unit. Attack from the woods. You will be able to defeat it in the first day with two units.

② CAPTURE THE NEUTRAL CITY

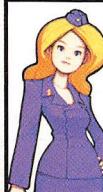
Bring your Infantry unit forward and order it to capture the neutral city on Day 1. By the end of Day 2, you will have another Orange Star city on your side. If your units are in need of repair, you can put them in the city.

BLACK HOLE TACTICS**FORWARD MARCH!**

Flak is an aggressive commander. He'll send his troops into harm's way whether or not they have a chance for success. Establish a strong defensive position and beat them back.

③ TAKE AND HOLD THE BRIDGE

Place your Artillery unit one square west of the Orange Star city near the bridge and block the bridge with your Mech unit and/or your Tank. At the beginning of each turn, soften the closest enemy unit with Artillery fire, then finish it off with a ground assault.

MARCHING ORDERS

The keys to earning an S ranking in the Border Skirmish mission are holding your position at the bridge and using your Artillery unit to weaken enemy forces. Keep the allied forces in good shape by parking them on Orange Star properties.

**ORANGE STAR**



ORANGE STAR

MISSION 03

DIFFICULTY: ★★★★★★★★★

ORANGE DAWN

**MAX**

MAX FORCE/MAX BLAST

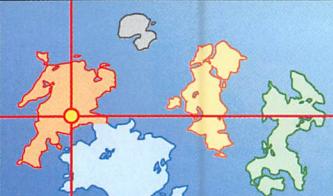
**FLAK**

BRUTE FORCE/BARBARIC BLOW



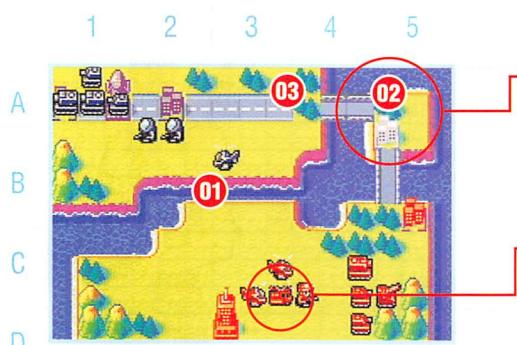
MISSION TERMS:

The war takes to the air during Max's first patrol. After you knock Flak's air unit from the sky, you'll control the airspace. Take the bridges with your ground units and continue your air assault. You should finish the mission with all units intact.



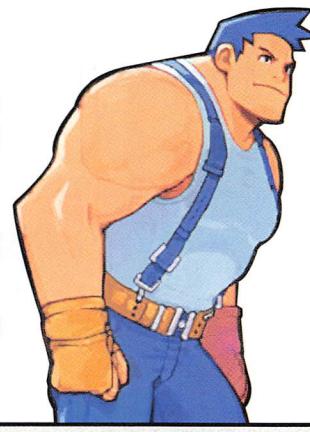
STARTING BASES: N ★ ☓

	CITIES	1	1	2
	FACTORIES	-	-	-
	AIRPORTS	-	-	-
	SEAPORTS	-	-	-
	MISSILE SILOS	-	-	-



TAKE THE ISLAND

The army that controls the island in the northeast corner will have the advantage with both a city and a defensive hold on the bridges.



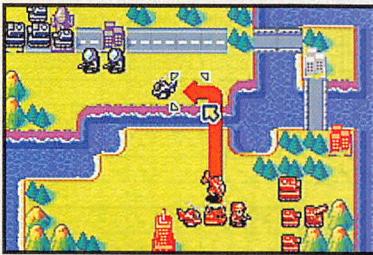
TRANSPORT TROOPS

If the enemies leave their HQ unguarded, you can sweep in with an Infantry unit or your Transport Copter. An HQ capture would finish the mission in a hurry.

CHECKLIST

- 01 KNOCK THE COPTER OUT OF COMMISSION
- 02 TAKE CONTROL OF THE BRIDGE
- 03 HOLD STEADY WITH YOUR TANKS IN THE LEAD

01 KNOCK THE COPTER OUT OF COMMISSION



Flak has one Battle Copter. You have two of them. Start the battle by double-teaming the enemy air unit. You'll blast it from the sky with minimal damage to your units.

02 TAKE CONTROL OF THE BRIDGE



With the enemy air threat gone, Flak's strongest forces must cross the water by way of the bridges. Bring your tanks and Artillery north across the first bridge, then block the second bridge. You should be in a good defensive position by the end of Day 2.

BLACK HOLE TACTICS

BATTLE AT THE BRIDGE

The enemies know the importance of holding a bridge. They'll head straight for the crossing and put up a strong fight.

03 HOLD STEADY WITH YOUR TANKS IN THE LEAD



When the enemy tanks approach the bridge, you should have your Medium Tank in the lead position, with the smaller Tanks and Artillery unit providing support. If the lead Tank is damaged, order it to fall back for repairs and replace it with another tank. If you remain on the bridge, the enemies can't double-team you.

MARCHING ORDERS



Eliminating Flak's air unit during the first day is crucial. If you let it go, the Battle Copter could cause a lot of damage. After you use your copters to blast the enemy copter out of the sky, move them into a position to support your ground forces at the bridges.



MISSION 05

DIFFICULTY: ★★★★★★★★

LASH OUT

**SAMI**

DOUBLE TIME/VICTORY MARCH

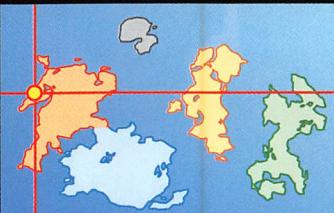
**LASH**

TERRAIN TACTICS/PRIME TACTICS



MISSION TERMS:

Lash Out is a timed mission—you must either capture the capitol or eliminate all enemy troops by the end of the seventh day. Concentrate on the capitol and don't forget Sami's Super CO Power. When you use it, you can conquer an area in a single turn.



STARTING BASES: N ★ ✎

	CITIES	3	3	—
	FACTORIES	1	—	—
	AIRPORTS	—	—	—
	SEAPORTS	—	—	—
	MISSILE SILOS	—	—	—



FACTORY FIGHT

You don't have time to build units at the factory, but you should take it to provide a distraction and protect your capitol. Use Rockets and Tanks to take and hold the factory.

HELICOPTER HIJINKS

Move the Transport Copter as soon as the fight starts. You can either park it over the ocean or place it on the Cruiser.

IN THE NAVY

Take out the Black Hole Submarine and Cruiser with your Rockets, Sub and Battleship. You'll clear a path for your Lander.



CHECKLIST

- ① DESTROY THE SUBMARINE & CRUISER
- ② DISTRACT THE ENEMY AT THE FACTORY
- ③ USE THE LANDER TO TAKE THE CAPITOL

① DESTROY THE SUBMARINE & CRUISER



Move your Cruiser to the right of the enemy Sub and attack, then attack the Rockets with your Battleship. You can blast the enemy Cruiser with your Sub, but it's not very effective—it's better to keep your Sub alive so it can serve as a distraction when you move the Lander, then take out the Cruiser on Day 2 or 3.

BLACK HOLE TACTICS

BRUTE FORCE

Black Hole will focus all of its attacks on your T. Copter (unless you put it on the Cruiser) and your Lander. If both are out of harm's way, they will storm the factory. Watch out for their Rockets.

③ USE THE LANDER TO TAKE THE CAPITOL



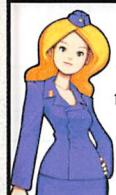
Unload the Mech and Tank near the capitol (wait for the Anti-air guns to head for the factory first), then storm the capitol while your Battleship provides cover fire. Don't forget about the T. Copter on the Cruiser! The Black Hole Anti-air guns won't be able to resist firing on the copter, which can buy you time.

② DISTRACT THE ENEMY AT THE FACTORY



Put a Tank and a Mech Infantry on the Lander and head for the capitol, then send the rest of your units toward the factory. (You can place the Mech in an APC before putting it on the Lander to create an extra distraction when you land at the capitol.)

MARCHING ORDERS



Eliminate the enemy naval units by the end of the third turn, then use the Lander to move troops to the capitol. The Anti-air guns can cause trouble for your infantry, so use Tanks and the Battleship to take them out of commission.



ANDY'S TIME

**ANDY**

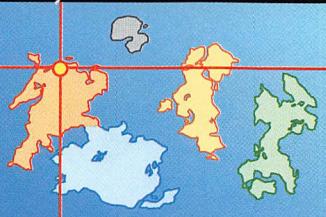
HYPER REPAIR/HYPER UPGRADE

**FLAK**

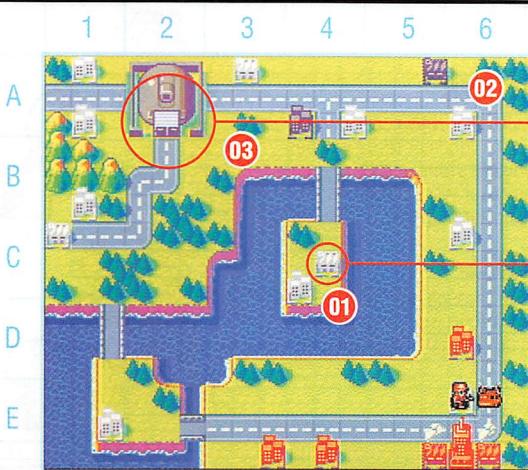
BRUTE FORCE/BARBARIC BLOW

**MISSION TERMS:**

Andy's Time introduces you to the horror of the Black Cannon—a massive piece of artillery that covers a lot of territory. Check the cannon's range with the B Button before moving your troops, and take over cities as you go.

**STARTING BASES:** N

	CITIES	8	3	1
	FACTORIES	3	2	1
	AIRPORTS	—	—	—
	SEAPORTS	—	—	—
	MISSILE SILOS	—	—	—

**BLACK CANNON FODDER**

The Black Cannon inflicts five points of damage on your units, and you cannot counterattack it. It fires only once every few turns.

A KEY FACTORY

You must capture this factory as early as possible—your other factories are so far away, the battle will be close to over before their produced units can join the fight.

**CHECKLIST**

- ① CAPTURE THE CENTRAL FACTORY
- ② CAPTURE OR OCCUPY THE ENEMY'S FACTORY
- ③ TAKE OUT THE CANNON

BLACK HOLE TACTICS**FOOLISH BLUNDERS**

Flak doesn't start with many units, so he will build lots of foot soldiers until he gets a strong foothold. Attack his Infantry so they can't take over cities in two turns.

③ TAKE OUT THE CANNON

The safest way to take out the Black Cannon is by pelting it with Rockets and Artillery units. If you're pressed for time, however, draw the cannon's fire with a Recon or APC, then roll a Md. Tank in and blow it up before the cannon can reload. You can eliminate the cannon with two Md. Tank shots.

① CAPTURE THE CENTRAL FACTORY

Place an Infantry unit on the T. Copter and send it to the factory on the center island. Be careful to land the helicopter out of the Black Cannon's range. Once you take the factory, crank out a couple of Md. Tanks, then make a pair of Rockets.

② CAPTURE OR OCCUPY THE ENEMY'S FACTORY

Make Infantry and an APC in the first two turns, then send them north to capture cities. Build a Recon unit and send it to the enemy factory to slow enemy progress, then move into the factory once you have enough units in place. Don't worry about taking over the factory—just park a unit on it so Black Hole can't use it.

MARCHING ORDERS

The key to the mission is to take over both of the factories as fast as possible. The Black Cannon looks impressive, but it's slow to fire and inflicts only five points of damage. Don't sacrifice time or units just so you can avoid a round of cannon fire.

**ORANGE STAR**



SECRET LAB MISSION 07

DIFFICULTY: ★★★★★★★★

TEST OF TIME



ANDY

HYPER REPAIR/HYPER UPGRADE



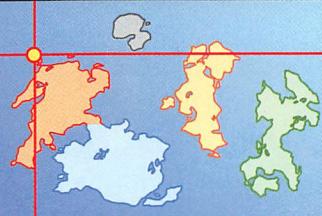
FLAK

BRUTE FORCE/BARBARIC BLOW



MISSION TERMS:

You must capture the Black Hole secret lab within seven days if you want the Neotank blueprints, but Fog of War will slow you down. If you fail the mission, restart and try again—the blueprints are very important.



STARTING BASES: N

	CITIES	3	3	4
	FACTORIES	-	-	-
	AIRPORTS	-	-	-
	SEAPORTS	-	-	-
	MISSILE SILOS	-	-	-



THE INVISIBLE MEN

During missions with Fog of War, enemy units that hide inside woods or reefs will be invisible unless you are standing directly next to them. The cover works both ways, so hide your troops there when possible.



HAMBURGER HILL

You'll be able to see through more of the Fog of War if you move Infantry units into the mountains. Doing so also gives them much better defensive stats.

CHECKLIST

- 01 MOVE INFANTRY INTO THE MOUNTAINS
- 02 LEAPFROG YOUR UNITS
- 03 CAPTURE THE SECRET LAB

01 MOVE INFANTRY INTO THE MOUNTAINS



Infantry can see much farther if you place them in the mountains—which is great for seeing through the Fog of War. If the unit that sees an enemy is destroyed, however, all enemies in his line of sight will vanish back into the fog.

02 LEAPFROG YOUR UNITS



It's tempting to let your fastest units (the Recon and APC) blaze a trail to the secret lab, but resist the urge. If you send them out without cover, they'll be destroyed and you'll be no better off. Leapfrog your units so the fastest ones are always within range of a slower, more powerful ally that can counterattack if necessary.

BLACK HOLE TACTICS

LYING IN WAIT

For the most part, Flak will be content to sit and wait for you to come to him. He'll attack with Rockets and Artillery every chance he gets and also move his northern troops toward your capitol if you leave it undefended.

03 CAPTURE THE SECRET LAB



Ignore the northern road completely and take most of your force across the bridge. Keep your Recon unit two spaces east of the city on your side of the bridge, then move it east of the northeast enemy city so you can see Flak's Rockets (see left). Once you take out the Rockets, move in with Infantry and capture the lab.

MARCHING ORDERS



Fog of War is tricky business, but you can overcome it by moving at a deliberate pace and keeping your units close together. Leave an Infantry unit behind when you cross the bridge so Black Hole doesn't rush your capitol.



LIBERATION



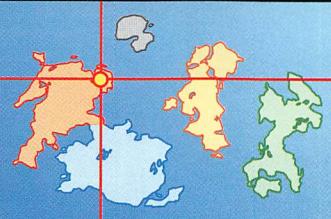
ANDY/SAMI/MAX
VARIOUS C.O. POWERS



FLAK
BRUTE FORCE/BARBARIC BLOW

MISSION TERMS:

Black Hole has a factory that is fed by a large pipeline. You must destroy the pipe's weak spot before the enemy overwhelms you. Flak has a huge advantage, so take the airport and build a Bomber to destroy the pipe quickly.



STARTING BASES: N ★ ☒

<input type="checkbox"/> CITIES	11	2	2
<input type="checkbox"/> FACTORIES	2	3	1
<input type="checkbox"/> AIRPORTS	1	—	—
<input type="checkbox"/> SEAPORTS	—	—	—
<input checked="" type="checkbox"/> MISSILE SILOS	—	—	—

COMMANDER SELECTION



ANDY

Andy is a good CO for the mission, although it's easier to get bogged down in a long, drawn-out fight with him as your CO.



SAMI

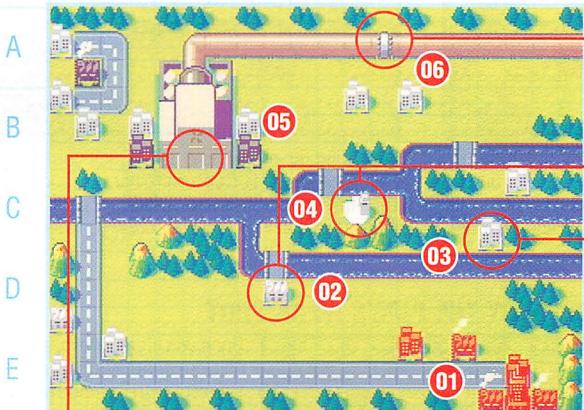
Sami is the best CO for the map—however, most of the neutral buildings are so far away that you'll want to use APCs to reach them instead of moving on foot.



MAX

Max is a tough choice for the map unless you adjust your strategy. His B. Copters do a lot of damage and can take out the pipe quickly, but you'll be decimated by long-range attacks.

1 2 3 4 5 6 7



THE WEAKEST LINK

The pipe has only one weak spot (it looks like a seam in the metal), and the battle will end as soon as you destroy it. A Md. Tank, Neotank or Bomber can get the job done quickly.

THE KEY TO THE BATTLE

You must capture the airport in the first few days, or Flak's units will reach the area and make your life miserable. Build an APC and Infantry on the first day and send them to the airport immediately. Once you take the airport, build a couple of B. Copters to hold off the enemy, then invest in a Bomber to attack the pipe.

EASY MONEY

Take the eastern cities as quickly as possible. They provide extra income for very little investment.

BLOCKADE



The Black Hole factory can produce any unit it wants and crank them out quickly. If you spot an opening, park a couple of units in front of the factory to block the doors—it will prevent Flak from using the factory until he eliminates the units. It's cool if you can make it work, but it's very tough to pull off—don't make it your number-one priority.



★ ORANGE STAR ■



CHECKLIST

- 01 PRODUCE APC & INFANTRY UNITS
- 02 CAPTURE THE WESTERN AREA
- 03 CAPTURE ADDITIONAL CITIES
- 04 CAPTURE THE AIRPORT
- 05 WEAKEN THE ENEMY WITH INDIRECT FIRE
- 06 DESTROY THE PIPE'S WEAK SPOT

01 PRODUCE APC & INFANTRY UNITS



Build an Infantry and an APC in the first turn, then send them north to capture the factory. (If you're playing with Max, take the airport first so you can start making Battle Copters). Once you have the factory, use it to create Infantry that can spread out and capture cities.

02 CAPTURE THE WESTERN AREA



Taking the west is vital—it will give you money and an extra factory, and also divert Black Hole's attention from the airport in the middle of the map. Use an APC or Infantry unit to block the bridge and slow Flak's progress.

03 CAPTURE ADDITIONAL CITIES



Take the cities north of your capitol with Infantry units (they can walk through the water, so don't bother with an APC). Once you have the two cities directly north of you, move up and take the cities just south of the pipeline.

BLACK HOLE TACTICS

DISTANT FIREPOWER



Black Hole will create a lot of indirect-combat units and try to pound you from afar. Block the bridges with Tanks if you can afford it, and APCs if you can't. Eliminate the enemy units with either your own indirect combat units or Battle Copters.

TAKE BACK THE SKIES



Flak is also a big fan of Missiles and Anti-air guns. Use Tanks to weaken the Anti-air guns, and B. Copters on the Missiles. (If you fly right up to a Missile unit, you can unload on it without taking a counterattack. Don't try it with Anti-air guns!)

OVERWHELMING FORCE



Black Hole has too much money and territory for you to win the battle outright. By Day 10 there will probably be lots of Black Hole units in your territory. The only thing to do is build enough Tanks and Infantry to distract them, then try to hold on long enough to destroy the pipe.

04 CAPTURE THE AIRPORT



Capturing the airport is crucial. Once you have it, build a couple of B. Copters to harass Black Hole, then make a Bomber to go after the pipe. (If you're Max, build B. Copters only—unless the battle starts to go badly.)

05 WEAKEN THE ENEMY WITH INDIRECT FIRE



You'll have an easier go of it if you can take out Flak's long-distance attackers (especially his Anti-air and Missiles). The easiest way to do so is with your own indirect-combat units, but they are expensive to build and useless if you're playing as Max. Use either Rockets or B. Copters as the situation dictates.

06 DESTROY THE PIPE'S WEAK SPOT



Once you clear a path, send units to destroy the pipe. A full-strength Bomber, Md. Tank or Neotank can smash it in two turns—other units will take a bit longer. Don't be afraid to sacrifice other units (especially APCs) to give your pipe attackers an extra day to attack.

MARCHING ORDERS



If you want the S Ranking, you have to damage some enemy forces—you can't just take out the pipe in one fell swoop and turn tail at the other battles. Again, your strategy will change slightly depending on your COs. Sami needs to take as many cities as possible and then use the Bomber on the pipe. Andy should use his CO Power liberally and try to distract Flak by harassing his northwestern front. With Max, Battle Copters are your best friend—build a lot of them.

RECLAMATION

**COLIN**

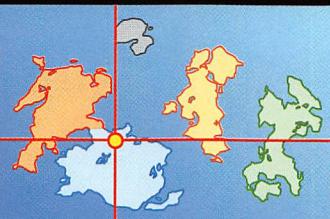
GOLD RUSH/POWER OF MONEY

**LASH**

TERRAIN TACTICS/PRIME TACTICS

**MISSION TERMS:**

It's time for your first battle in Blue Moon, and the first with Colin—a young CO with something to prove. Colin's units are a little weak offensively, but he can build them on the cheap. Use Infantry to swarm the map and quickly gain the upper hand.

**STARTING BASES:** N

CITIES	6	—	—
FACTORIES	1	3	3
AIRPORTS	3	—	—
SEAPORTS	—	—	—
MISSILE SILOS	—	—	—

**AIR SUPPORT**

Capture the second airport to turn the tide of battle. Once you've taken it, you can build two B. Copters per turn (if you have a few cities under your flag).

THE FABULOUS FACTORY

Use the Infantry you build in the first few turns to take over the factory.

**CHECKLIST**

- ① PRODUCE RECON AND INFANTRY
- ② TAKE THE AIRPORT AND AMASS FORCES
- ③ TAKE THE CAPITOL OR DEFEAT ALL ENEMY UNITS

① PRODUCE RECON AND INFANTRY

Spend the first three or four days building nothing but Infantry and the occasional Recon unit. Send the Infantry out to capture as many neutral cities as you can, and use the Recon to harass Lash's southern troops.

② TAKE THE AIRPORT AND AMASS FORCES

You can win the battle with little more than Infantry and B. Copters, but you must secure the two airports closest to your capitol. Once you have a few air units, park one at the northwest airport to prevent Lash from building T. Copters. Capture a few cities, then start to overwhelm Lash's forces.

BLACK HOLE TACTICS**LASHED!**

Lash spends most of her time producing Infantry and APC units. She'll take the northwest airport then try to take the cities in the center. Once her production increases she'll build stronger units.

③ TAKE THE CAPITOL OR DEFEAT ALL ENEMY UNITS

You should be able to secure all the cities, factories and airports on the eastern side of the bridge with little trouble. Once you do, it's a simple matter of moving west and crushing the Black Hole troops. Capture cities and factories as you go, then either take the capitol or destroy all the enemy troops.

MARCHING ORDERS

You'll build a lot of Infantry, but that's OK—there are plenty of cities to capture. Lash won't build anything too impressive, so don't waste money on Md. Tanks, Rockets or other expensive units.



MISSION 10

DIFFICULTY: ★★★★★★★★

TANKS!!!



GRIT

SNIPE ATTACK/SUPER SNIPE



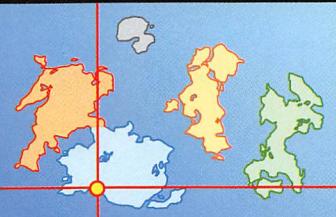
ADDER

SIDESLIP/SIDEWINDER



MISSION TERMS:

Grit's forte is indirect combat, and this mission is perfect for him. Once you pull your Rockets into cities and position the Recon units, it's a simple matter of waiting for Adder to approach your position. Use Grit's CO Power to hit distant units with ease.



STARTING BASES: N

CITIES	-	3	-
FACTORIES	-	-	-
AIRPORTS	-	-	-
SEAPORTS	-	-	-
MISSILE SILOS	4	-	-

MISSILE SILOS
Infantry and Mechs can use Missile Silos to launch a powerful missile anywhere on screen. The weapon inflicts damage on all units within range—including yours—so aim carefully.

MOUNTAINS OF MADNESS
The mountains are your best friends. They'll keep the Md. Tanks away from your Rockets until the very end and give you plenty of time to plug away at Adder's men.

CHECKLIST

- 01 PULL YOUR TROOPS BACK
- 02 WEAKEN ADVANCING UNITS
- 03 ELIMINATE THE REMAINING FORCES

01 PULL YOUR TROOPS BACK



Pull your Rockets into cities so they'll be reloaded on each turn, then place a Recon unit in the woods next to each city. (The western city has no woods, so place a Recon one space east.) Once you've pulled them back, send the troops toward the Missile Silos. Do it all on the first turn.

02 WEAKEN ADVANCING UNITS



Let fly with your Rockets and Artillery as Adder advances. Your first concern is his Mech units—eliminate them as soon as they come into range and worry about the Md. Tanks later. Once a unit is weakened, finish it off before moving on to a unit at full strength. Even a damaged Md. Tank can seriously hurt a Recon unit.

BLACK HOLE TACTICS

A BLACK DAY FOR ADDER

Adder will charge straight at you, but the map design forces him to cluster his tanks in rows—a perfect target for the Missile Silos. Don't let his Mechs get close! They'll cross the mountains and wreak havoc on your Rockets unless you hit them first.

03 ELIMINATE THE REMAINING FORCES



Use the Missile Silos to fire into large groups of Md. Tanks and damage them all. Continue plugging away at Adder's units as they get closer—Md. Tanks are limited by the mountains, so you should have little trouble. If you take out all the visible units and the battle is still going, shift your Recon units to find the stragglers.

MARCHING ORDERS



Your biggest concerns should be positioning your Recon units to see through the Fog of War and eliminating Adder's Mechs. The Md. Tanks have so far to go that you can eliminate most or all of them before they become a threat. Use the Missile Silos on clusters of Md. Tanks for maximum effect.

TOY BOX

**OLAF**

BLIZZARD/WINTER FURY

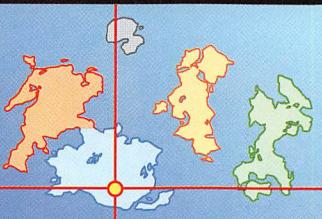
**LASH**

TERRAIN TACTICS/PRIME TACTICS



MISSION TERMS:

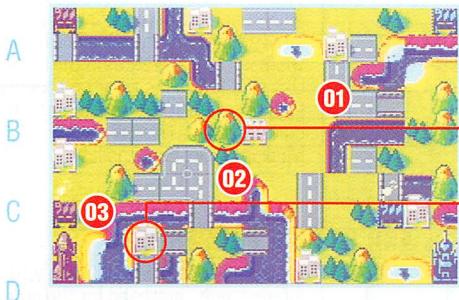
Lash has turned Olaf's hometown into a topsy-turvy nightmare. Olaf himself is a decent CO with a great CO Power that slows down enemy troops and gives an extra bit of movement to his own.



STARTING BASES: N

	CITIES	7	-	-
	FACTORIES	1	2	2
	AIRPORTS	-	-	-
	SEAPORTS	-	-	-
	MISSILE SILOS	-	-	-

1 2 3 4 5



PATH OF GLORY

Control the mountain passes to stop Lash's approach—position a tank or two in the area for maximum stopping power.

SECRET LAB MAP

The map to the secret lab is inside this building. Capture it to unlock an extra mission and earn the Neotank unit.



CHECKLIST

- 01 CONSOLIDATE CONTROL OF THE EAST
- 02 BLOCK THE MOUNTAIN PASSES
- 03 SMASH LASH'S TROOPS

01 CONSOLIDATE CONTROL OF THE EAST



Build Infantry to capture all the neutral cities on your side of the map, then spread out and take cities in the west. Lash will try to take the neutral city at the top of the screen—send Infantry to slow her down.

02 BLOCK THE MOUNTAIN PASSES



Once you have a few cities under your control, build Tanks, Mechs and Artillery. If you can save a few bucks, buy a couple of Rockets and stash them behind the mountains. Lash's units will have to pass through the narrow gaps near the mountains, so hold those with all your strength.

BLACK HOLE TACTICS

LASH'S TOY BOX STRATEGY

Lash's Infantry isn't afraid of getting wet, so watch for them to cross rivers and try to sneak up on your cities. She'll spend her remaining time building Infantry, Artillery and a few Tanks.

03 SMASH LASH'S TROOPS



Save Olaf's CO Power until you have a fair number of Tanks and other units ready to go. The snow will slow down Lash's troops, which is a great opportunity to smash through the middle of her forces and divide them in two.



Try to stick one of your Recon units on Lash's factory so she can't construct new units. Otherwise, you'll have to take out her army by gradually overwhelming her forces. It's easier to destroy all the enemy troops than take the capitol, but either way will work.

MARCHING ORDERS



Gain control of the middle factory by the third turn for a real advantage. It's tough to get an S Ranking; you'll have to complete the mission by turn 20-25 and keep most of your troops alive.



MISSION 12

DIFFICULTY: ★★★★★★★★★

NEOTANKS!?



GRIT

SNIPE ATTACK/SUPER SNIPE



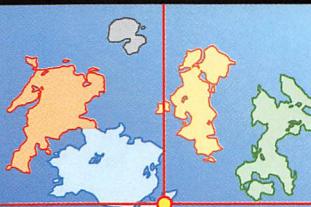
LASH

TERRAIN TACTICS/PRIME TACTICS



MISSION TERMS:

Having found the map to the secret lab in the Toy Box mission, you have 15 days to secure the lab and collect the Neotank plans. To ensure success, you'll have to weaken forces near the lab with air attacks first then come in with Infantry units.



STARTING BASES: N C X

<input type="checkbox"/> CITIES	13	-	1
<input type="checkbox"/> FACTORIES	3	3	2
<input type="checkbox"/> AIRPORTS	1	-	-
<input type="checkbox"/> SEAPORTS	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	6	-	-

AIR SUPERIORITY
Infantry units can launch neutral Missiles anywhere on the field. With their wide blast radius, the Missiles are capable of damaging multiple targets.

STRATEGIC LOCALE
The neutral factory and cities halfway between allied HQ and the lab can provide income and support forces if you secure them.

01 SEND INFANTRY UNITS TO LAUNCH MISSILES



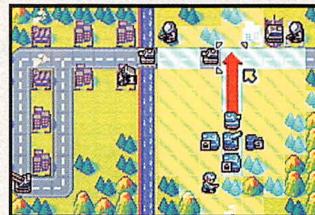
There are four Missile Silos within easy reach of your HQ. Send a pair of Infantry units to the silos and have them soften the forces in the north. Use three Missiles targeting enemy Infantry units in the northwestern corner and one Missile on the Medium Tanks near the lab.

02 PRODUCE APCs AND SECURE PROPERTIES



Produce two APCs, load them with Infantry units and head for the properties near the river. On the way, send one of the APCs to the Missile Silos on the eastern edge of the field and launch Missiles toward the lab defenses. Produce Mechs near your HQ to prepare for an attack from the north.

03 ADVANCE NORTHWARD



Produce a Tank and an Artillery unit at the river factory, then mount an attack on the lab. At the same time, continue to build your forces near the allied HQ and fight off Lash's attacking force.

04 TAKE CONTROL OF THE LAB



Build a frontline defense consisting of your APCs, your Tank and your Artillery unit to defend the area around the lab, then send an Infantry unit into the lab and secure the position. Victory will give you the Neotank plans.

CHECKLIST

- 01 SEND INFANTRY UNITS TO LAUNCH MISSILES
- 02 PRODUCE APCs AND SECURE PROPERTIES
- 03 ADVANCE NORTHWARD
- 04 TAKE CONTROL OF THE LAB

BLACK HOLE TACTICS

LASHING OUT IN NUMBERS

Black Hole CO Lash will take control over the properties in the northwest, then move south, secure the airport and attempt to attack your HQ.

MARCHING ORDERS



The enemies will destroy the plans in 15 days. You must be on the move from the start of the mission to stop them. Weaken the enemies with Missiles, then charge to the north.

T MINUS 15



ANDY
HYPER REPAIR/HYPER UPGRADE
OLAF
BLIZZARD/WINTER FURY

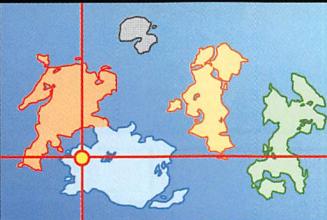


FLAK
BRUTE FORCE/BARBARIC BLOW



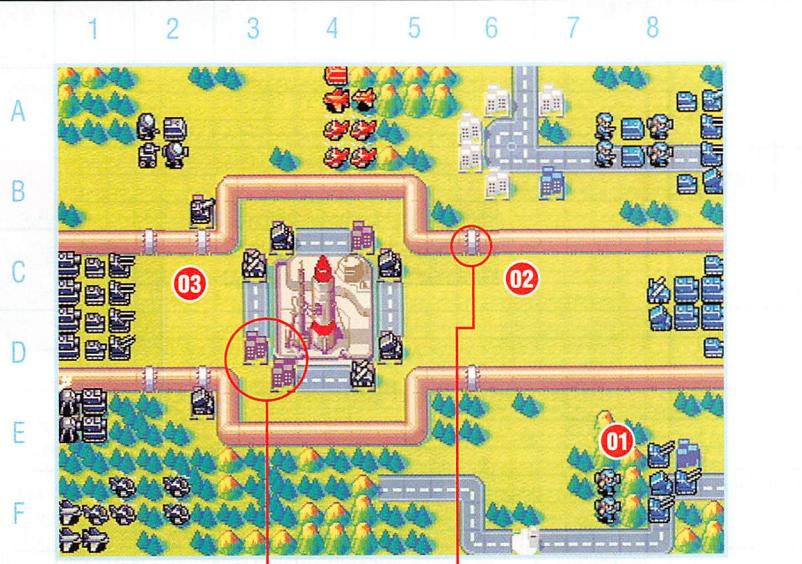
MISSION TERMS:

Andy and Olaf are on your side for another time-sensitive mission. You must take control over eight cities around a giant missile or face the wrath of the Black Hole army's explosive force. The key is cutting through pipes to access the cities.



STARTING BASES:

	N	C	★	■
CITIES	5	2	-	8
FACTORIES	-	-	-	1
AIRPORTS	1	-	-	-
SEAPORTS	-	-	-	-
MISSILE SILOS	-	-	-	-



URBAN ASSAULT

The mission goal is to take control over the eight cities that surround the missile. Cut off enemy forces and move in with Infantry units.

PUNCH THE PIPELINE

Use the force of your strongest units to break through the pipeline. Your efforts will give outside units a clear shot at the goal.

CHECKLIST

- 01 SAVE THE SOUTH
- 02 INVADE FROM THE NORTH
- 03 FLY IN AND FIGHT

BLACK HOLE TACTICS

POWER PLAY

Flak has powerful units in the west that will sweep east at the beginning of the mission—a formidable force that will not be easy to beat.

MARCHING ORDERS



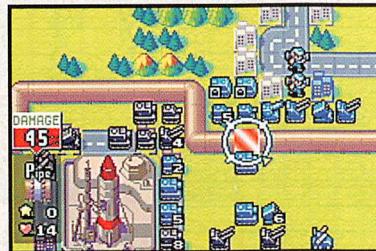
Keep Flak's southern units busy. Sweep into the area surrounding the missile with your central and northern units and use Andy's forces to knock out enemies in Flak's rear flank.

01 SAVE THE SOUTH



Your southern forces are not strong enough to wipe out Flak's southern forces, but you should be able to secure the airport and take down some of Flak's aircraft with Anti-air units. If you develop air forces at the airport and punch through the pipe to the north, be sure to keep Flak's army from pouring through the hole.

02 INVADE FROM THE NORTH



Your priority is to invade the cities that surround the massive missile. Break through a pipeline seam northeast of the missile and bring your northern force down into the fight. Protect your Infantry units in APCs. You'll need them to take over the cities.

03 FLY IN AND FIGHT



Take the area by storm with Olaf's Winter Fury to limit enemy movement, then bust through the pipeline seam northwest of the city to let Andy's air units through. With Andy attacking from the west, you'll be able to weaken Flak's units on two fronts.



MISSION 14

DIFFICULTY: ★★★★★★★★

NATURE WALK



GRIT

SNIPE ATTACK/SUPER SNIPE



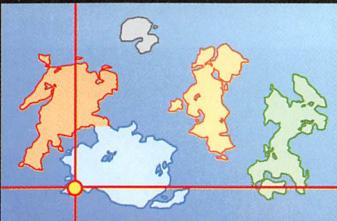
LASH

TERRAIN TACTICS/PRIME TACTICS



MISSION TERMS:

Under Lash's orders, Black Hole forces have established a strong hold on the HQ building to the north. If you can occupy the HQ with one of your units, you'll win the mission, but you'll have to deal with Lash's Black Cannons to do it.



STARTING BASES: N ☔ 🌡

<input type="checkbox"/> CITIES	-	16	-
<input type="checkbox"/> FACTORIES	-	-	-
<input type="checkbox"/> AIRPORTS	-	-	-
<input type="checkbox"/> SEAPORTS	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	-	-	-

MAJOR FIREPOWER
The Black Cannons can each fire one powerful long-distance salvo every day. Take cover!

FOG AND TREES
The Fog of War and the trees keep units hidden. You can use the trees to stay out of the cannons' sights.

CAUTIOUS ADVANCE
As you move forward, the more you know about the range of the Black Cannons and the location of enemy forces, the better you will be able to choose resting areas.

CHECKLIST

- ① KEEP YOUR FORCES TOGETHER
- ② PUSH FORWARD THROUGH THE CENTER
- ③ TAKE BACK YOUR HQ BUILDING

BLACK HOLE TACTICS

BIG GUNS AND SMALL FORCES

Lash will attack with a combination of overpowering cannons and hidden units who use tree cover and the Fog of War to their advantage. She will do everything she can to keep you from her HQ.

② PUSH FORWARD THROUGH THE CENTER



Fight off enemy forces as you storm through the center section, but don't get bogged down in a long battle. Your goal is to get at least one unit onto the HQ building. To accomplish the goal, you must maintain your forward momentum. Keep pushing north and duck into the trees for cover.

③ TAKE BACK YOUR HQ BUILDING



Once you clear the section that the Black Cannons are protecting, sprint for the HQ building with the units that can cover the most ground quickly. There's no need to weaken the enemy forces around the HQ building. As soon as you park a unit at the building, you'll win.

MARCHING ORDERS



Advance north with all of your forces together—Recon units in the lead and Artillery units bringing up the rear. Park in the woods to keep your units hidden from enemy ground forces and the Black Cannons. Put one unit onto the HQ building, then negotiate the enemy's surrender.

① KEEP YOUR FORCES TOGETHER



Bring your forces forward in a group with the Recon units out in front. Let the Recons move first. If they reveal enemy forces, you'll be able to attack with your remaining units on the same day. Be aware that any allied units that expose enemies are valid Black Cannon targets.

MISSION 15

DIFFICULTY: ★★★★★★★★

TWO-WEEK TEST**COLIN**

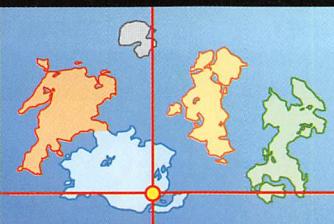
GOLD RUSH/POWER OF MONEY

**LASH**

TERRAIN TACTICS/PRIME TACTICS

**MISSION TERMS:**

Blue Moon CO Colin takes charge for a defensive mission. You must retain control over your HQ building for 14 days while under attack by a substantial enemy force. If you can hold the area for the duration, reinforcements will rescue you.

**STARTING BASES:** N C E

	CITIES	11	1	8
	FACTORIES	5	2	4
	AIRPORTS	-	-	2
	SEAPORTS	-	-	-
	MISSILE SILOS	-	-	-

**CRITICAL CONTROL**

All ground forces funnel through a narrow section. By controlling the city in the center of the section, you'll establish a strong defensive position where you can repair damaged units every turn.

**OVERWHELMING FORCE**

You can't beat Lash's forces. You can only hope to contain them for the mission duration. Lash will use her impressive resources to build a huge army and march west into your territory.

CHECKLIST

- ① ESTABLISH A DEFENSE
- ② PLACE STRONG UNITS ON OCCUPIED CITIES
- ③ SOFTEN THE FRONT LINES WITH ARTILLERY

① ESTABLISH A DEFENSE

Produce four Infantry units during the first two days and use them to take control over the neighboring properties. Spread out past the narrow section of land, produce Tanks and Artillery units and roll them into a defensive position.

② PLACE STRONG UNITS ON OCCUPIED CITIES

Use Colin's CO Power at every opportunity to get a better price on powerful units. Build a Medium Tank when you have the funds and place it on an occupied city at the front lines. The tank will enjoy a strong defense, and it will repair itself every turn.

BLACK HOLE TACTICS**ALL-OUT WAR**

Lash will produce air and ground units at an accelerated pace and rush forward to your position. She'll also employ her CO Power to gain a tactical advantage whenever it becomes available.

③ SOFTEN THE FRONT LINES WITH ARTILLERY

Build Artillery units and Missile units to fire into the charging enemy forces from a distance. When the enemies break through your defenses, back up into the cities for repair support and keep enemy Infantry away from your HQ.

MARCHING ORDERS

Plan for a major enemy sweep. They'll be knocking on your door within five days from the mission's start. Take control over neutral cities and factories early on and place your strongest units on the forward cities. Defense and Infantry suppression are your keys to holding strong for two weeks.

**BLUE MOON**



MISSION 16

DIFFICULTY: ★★★★★★★★★

FACTORY BLUES



SAMI
DOUBLE TIME/VICTORY MARCH
COLIN
GOLD RUSH/POWER OF MONEY

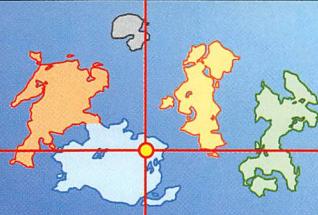


LASH
TERRAIN TACTICS/PRIME TACTICS



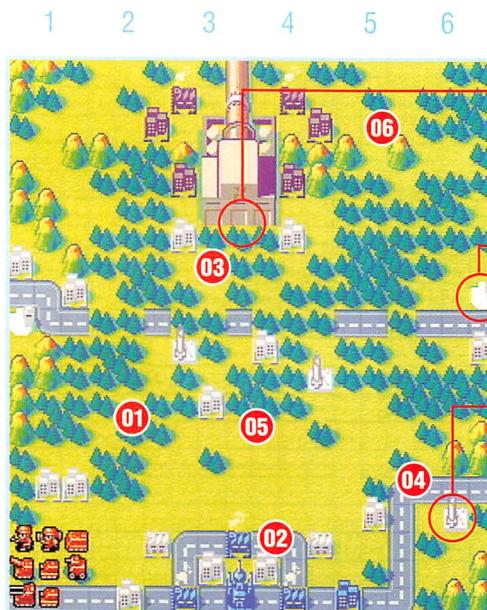
MISSION TERMS:

You can partner any Blue Moon CO with any Orange Star CO for the final mission on the continent. Colin and Sami's abilities to produce and spread Infantry units quickly make them a good pair. Careful—if one CO is defeated, the mission will be over.



STARTING BASES:

	N	C	★	H
CITIES	13	1	—	4
FACTORIES	2	3	—	2
AIRPORTS	2	—	—	—
SEAPORTS	—	—	—	—
MISSILE SILOS	3	—	—	—



FACTORY FRONT

The units that the large factory produces can attack right away. Put your forces in front of the doors to keep enemy units from leaving the factory. Then send other forces around to attack the pipeline seam.

CONTROL THE SKIES

There are airports on the eastern and western edges of the field. It will take a strong effort to control one or both of the airports, but the strategic advantage you'll gain is well worth the cost.

MISSILE MOVES

You'll find three Missile Silos within a short distance of your HQ building. Use them at the start of the mission to weaken enemy forces.



CHECKLIST

- 01 FORGE AHEAD WITH SAMI
- 02 PRODUCE BLUE MOON INFANTRY
- 03 HALT FACTORY PRODUCTION
- 04 CONTROL THE CENTER
- 05 BRING IN THE BIG GUNS
- 06 BREAK THE PIPELINE SEAM

BLACK HOLE TACTICS

AIRPORT TRAFFIC



Lash will attempt to take control over the airport in the west and develop an air force. If she can quickly wipe out the Orange Star units that begin in the west, she'll win.

PRODUCTION POWER



The allied goal is to destroy the pipeline in the north. Lash will produce an endless supply of units in the factory near the pipeline seam to establish a strong defense.

FACTORY CLEARANCE



Lash knows that the large factory doors must be clear before she can mobilize the factory's units. If any allied units are near the doors, she'll mark them as priority targets.

01 FORGE AHEAD WITH SAMI



Sami has a collection of ready-made units. Use them to move forward and establish a position near the factory doors. Use Sami's Infantry unit to take control over neutral properties along the way.

04 CONTROL THE CENTER



After you launch all of the Missiles at key targets, move Colin's forces forward into the center of the field and hold onto the position with help from Sami. Spread out and keep capturing properties, including the airports.

02 PRODUCE BLUE MOON INFANTRY



Produce Infantry units and Mech units at Colin's factories and send them to the Missile Silos. Sami's forces will need air support.

05 BRING IN THE BIG GUNS



The more properties you hold, the faster you will be able to create strong units. Produce Medium Tanks or Neotanks in Colin's southern factories, then move them forward.

03 HALT FACTORY PRODUCTION



Use Missiles to weaken the enemies near the large factory, then sweep in with Sami's forces and establish a position in front of the doors. The factory's unit production will cease.

06 BREAK THE PIPELINE SEAM



With the airports under your control, you will be able to produce Bombers—the perfect units to use in an assault on the pipeline seam. Bring them in and break the seam.



MARCHING ORDERS



As long as you block the large factory's doors, you will severely limit Lash's ability to create a large force. If you do, you should be able to dominate with your ground forces long enough to take control over the airports and make your move with Bombers. Stand strong and don't give up your central position.



BLUE MOON

**MISSION 17**

DIFFICULTY: ★★★★★★★★

SILO SCRAMBLE

**KANBEI**

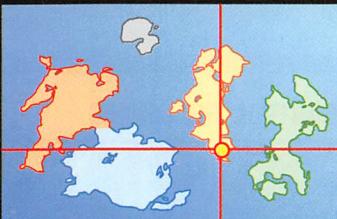
MORALE BOOST/SAMURAI SPIRIT

**FLAK**

BRUTE FORCE/BARBARIC BLOW

**MISSION TERMS:**

Ten Missile Silos are up for grabs. The army that uses the most Missiles the fastest will have a distinct advantage. Six of the Silos are on a central island that also holds two factories and two cities. Concentrate your efforts on controlling the island.

**STARTING BASES:** N

<input type="checkbox"/> CITIES	8	1	2
<input type="checkbox"/> FACTORIES	2	2	2
<input type="checkbox"/> AIRPORTS	-	-	-
<input type="checkbox"/> SEAPORTS	3	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	10	-	-

TAKE THE SEA
There are two neutral seaports near the Yellow Comet's starting position. Control over the western port will give you a sea-navigation advantage.

SECURE SILOS
The Missile Silos on the central island are the most contested ones. Use all of your efforts at the start to reach the island before Flak does.

01 TAKE THE ISLAND, LAUNCH MISSILES

Build an APC and an Infantry unit, then head for the island. Use your APC to block the bridge that leads from enemy territory to the island. Take control over the island properties and launch Missiles on concentrated groups of enemies.

02 BUILD ISLAND FORCES, MARCH SOUTH

With a firm grasp on the island properties, build Medium Tanks and Rocket units then begin a southern assault. Take the bridge and continue your march onto Flak's land.

03 BRING IN A BATTLESHIP FOR SEA SUPPORT

Occupy the Seaport west of the northern bridge and build a Battleship when you have enough cash. Sail the ship to the water west of the southern bridge and use the Battleship's guns to weaken enemy forces in preparation for your final ground assault.

04 STOP ENEMY UNIT PRODUCTION

As you make your way to Flak's HQ building, clear away the enemy units on Flak's two factories, then place your own units on the factories. By staying on the buildings, you will prevent Flak from creating any more units.

CHECKLIST

- 01 TAKE THE ISLAND, LAUNCH MISSILES
- 02 BUILD ISLAND FORCES, MARCH SOUTH
- 02 BRING IN A BATTLESHIP FOR SEA SUPPORT
- 04 STOP ENEMY UNIT PRODUCTION

BLACK HOLE TACTICS**GROUND GRIND**

Although he will take control over a seaport, Flak's concentration is on the production and use of ground forces. He'll fire two Missiles then make an attempt to gain control of the island.

MARCHING ORDERS

The first few days are the most critical. Race for the island and keep Flak away. You'll be able to weaken Flak's forces with Missile hits and build the army that will eventually take Flak's HQ.



SENSEI'S RETURN

**SENSEI**

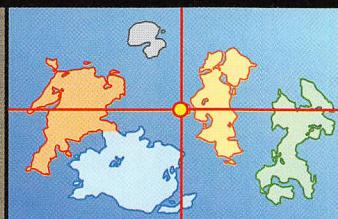
COPTER COMMAND/AIRBORNE ASSAULT

**ADDER**

SIDESLIP/SIDEWINDER

**MISSION TERMS:**

Enter Sensei. The game's oldest CO has a lot of tricks up his sleeve. His Infantry units are strong, and his transport units have a long movement range. He's also great with Battle Copters. Use his strengths to take control over Adder's HQ.

**STARTING BASES:**

	N	W	E
CITIES	10	-	-
FACTORIES	4	2	-
AIRPORTS	1	1	-
SEAPORTS	-	-	-
MISSILE SILOS	-	-	-

1 2 3 4 5

**NARROW PASSAGE**

If you advance on the western edge of the mission area then go north, your forces will have to travel single file.

TOUGH TERRITORY

Adder's forces are numerous in the northeast corner. Avoid a ground war in the area by crossing over the water with Transport Copters.

CRITICAL GAINS

It's important to take over the central factory and airport for two reasons—to create units and to keep the facilities out of Adder's hands.

CHECKLIST

- 01 FLY NORTH, MARCH WEST
- 02 TRANSPORT TROOPS
- 03 ATTACK ENEMY HQ

BLACK HOLE TACTICS**ADDER'S ATTACK PLAN**

The Black Hole CO will move forces down both strips of land and build Anti-air units near his HQ to deal with Sensei's copters. Adder won't go down without a fight.

MARCHING ORDERS

Use Transport Copters and Infantry units to take control over the central facilities. Build forces, then advance north on three fronts (on the two strips of land and over the water).

01 FLY NORTH, MARCH WEST

Capture the nearby cities with your Infantry units, then build a Transport Copter and use it to take over the properties in the center of the map. Produce a Recon unit close to allied HQ and use it to expose enemy units on the western land strip. Send stray troops to the west to back up the Recon unit, then concentrate your war efforts in the central area.

02 TRANSPORT TROOPS

Produce Transport Copters and Mech units at the central airport and factory and use them to attack the enemy forces near Adder's HQ. Even if you aren't successful in your assault, you'll at least force Adder to spend his resources in stopping you. As the fight goes on, build tanks in the central factory and begin an attack on the land to the north.

03 ATTACK ENEMY HQ

Once you secure the eastern section, make a concerted effort to take over the western section. At the same time, continue to transport troops into the area near Adder's HQ and pound away at enemy forces. As you make your final assault, put your Transport Copters on Adder's factories to block enemy unit production.

Y
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M
E

**MISSION 19**

DIFFICULTY: ★★★★★★★★

SHOW STOPPER

**SONJA**

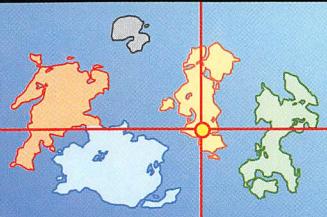
ENHANCED VISION/COUNTER BREAK

**ADDER**

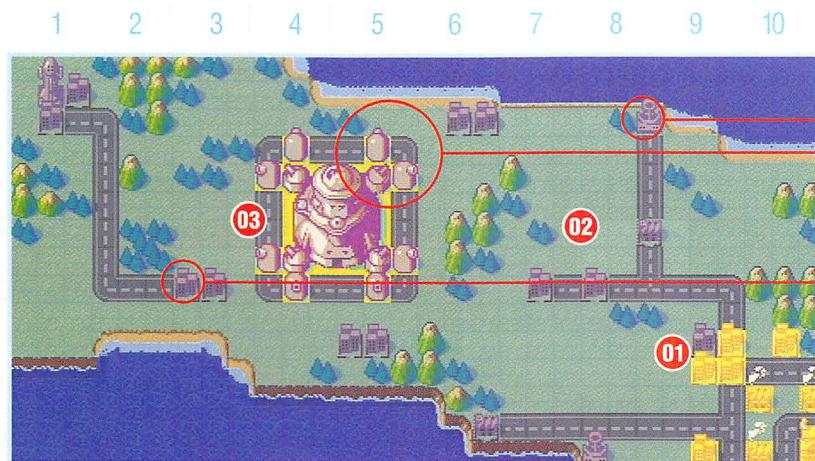
SIDESLIP/SIDEWINDER

**MISSION TERMS:**

A Black Hole Army stronghold dominates an area in the southern Yellow Comet region. Young CO Sonja must either destroy the eight cannons that protect the fortress or capture the enemy HQ. A city west of the fortress holds a map to a secret lab.

**STARTING BASES:** **N** **S**

CITIES	11	5	-
FACTORIES	2	3	-
AIRPORTS	-	-	-
SEAPORTS	2	-	-
MISSILE SILOS	-	-	-

**NAUTICAL OPTION**

The northern seaport offers the opportunity to attack from the water. A Battleship in the northern waters could hit the fortress.

CANNON CUTOFF

The stronghold's eight cannons protect the area with their wide firing arcs. Before you attack, check their ranges.

SECRET LAB MISSION

By capturing one of the cities west of the Black Hole complex, you will secure a map to one of the enemy's secret labs.

CHECKLIST

- 01 STAND STRONG AGAINST THE FIRST ASSAULT**
- 02 ESTABLISH YOUR POSITION IN THE EAST**
- 03 ADVANCE ON THE FORTRESS**

BLACK HOLE TACTICS**ADDER'S ATTACK**

Adder's forces are strong, but limited in number. As the mission begins, he will make a play to sweep into the southeast corner and finish off your forces in a hurry.

01 STAND STRONG AGAINST THE FIRST ASSAULT

Within the first few days of the mission, Adder will hit your territory with an incredible wave of power—aircraft, tanks, then soldiers. Build Anti-air units, Infantry and at least one Recon unit to improve your sight in the Fog of War. Hold steady and wait for the onslaught to subside.

02 ESTABLISH YOUR POSITION IN THE EAST

After you fight off Adder's initial attack, take possession of all properties on the eastern side of the mission area and build your forces. Produce Medium Tanks and Rockets, plus a Battleship if you decide to attack by sea. Study the fortress cannons' attack ranges and prepare for another big battle.

03 ADVANCE ON THE FORTRESS

Move your forces west, using CO Power to improve your view of the enemy's actions as you advance. Use Rockets to hit the cannons that face your forces, then sweep in with ground forces and continue to pound away at the Black Hole Army. Develop Anti-air units at the first sign of enemy aircraft and don't let them fight back.

MARCHING ORDERS

The mission begins with an intense fight against a force better prepared than yours. Hold positions on your properties to maintain a strong defense and enable constant repairs. Then build and sweep.



MISSION 20

DIFFICULTY: ★★★★★★★★★★

DUTY & HONOR



KANBEI

MORALE BOOST/SAMURAI SPIRIT



ADDER

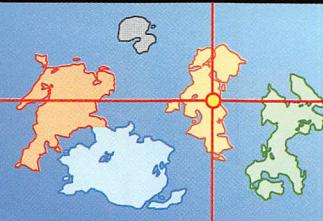
SIDESLIP/SIDEWINDER



STARTING BASES: N ☐ ✘ ✗

MISSION TERMS:

Adder's two Laser Cannons are lined up to fire straight down the mountain passes. You must avoid their fire, destroy them with Rockets, then come to the aid of 10 Yellow Comet cities in the northeast. If they fall into enemy hands, you'll lose.



■ CITIES	-	14	-
■ FACTORIES	-	-	-
■ AIRPORTS	-	-	-
■ SEAPORTS	-	-	-
■ MISSILE SILOS	-	-	-



SAVE THE CITIES

Adder will march his forces toward the 10 cities in the northeast. You must hold onto at least one city or face defeat.

LASER LOOKOUT

The Laser Cannons fire north, south, east and west every other day. Use their off days to move your units on the roads.

ADDER'S ARMY

Enemy Infantry and Mech units will move toward the cities, followed by their support vehicles. Beat them to their destinations.

CHECKLIST

- ① ADVANCE EAST WHILE AVOIDING LASERS
- ② PREPARE FOR BATTLE AT THE BRIDGE
- ③ RECLAIM THE CITIES

BLACK HOLE TACTICS

LASERS AND SHELLS

The Black Hole CO fires his laser cannons down the main passages every other day, and his rolling units form a front that protects his invading troops.

02 PREPARE FOR BATTLE AT THE BRIDGE



Adder's tank units and long-range-firing units will cluster in front of the cities while his Infantry units take control over the urban centers. Bring your forces together at the bridge, then soften the enemy line with your strongest units.

03 RECLAIM THE CITIES



As soon as you break through the line, target the enemy Infantry units to ensure that they will not be able to capture the remaining cities. Use your own Mech and Infantry units to recapture your cities, then wipe out the stray enemies.

01 ADVANCE EAST WHILE AVOIDING LASERS



Examine the positions and firing paths of both Laser Cannons and move your units down the road, keeping in mind that the cannons fire every other day. Destroy the cannons with Rockets and Mech units. When both cannons are gone, run for the cities.

MARCHING ORDERS



Plan carefully to keep your units out of the attack paths of the Laser Cannons on the days they fire. You'll need all of the power that you can muster to fight for the cities.

YELLOW COMET

MISSION 21

DIFFICULTY: ★★★★★★★★★

FOUL PLAY



SENSEI

COPTER COMMAND/AIRBORNE ASSAULT



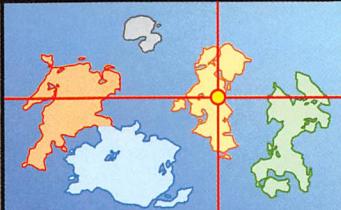
ADDER

SIDESLIP/SIDEWINDER



MISSION TERMS:

Three Minicannons protect a large enemy force to the north. By destroying the cannons, you will claim victory. To be successful, you must build forces near your HQ building quickly and order your southern forces to move north.

STARTING BASES: N

	CITIES	7	7	3
	FACTORIES	2	3	1
	AIRPORTS	3	-	-
	SEAPORTS	-	-	-
<input checked="" type="checkbox"/>	MISSILE SILOS	3	-	-

WALL OF POWER
There's no denying the dominance of the Minicannons. If you try to go over the mountains, the cannons' blasts will hit you.

WEAK SEAMS
The only way to move north is to break through the enemy's pipeline. Target the seams in the line.

BLACK HOLE TACTICS

MUSCLE FROM THE NORTH

With protection from the Minicannons, Adder's northern forces will move south and attempt to finish off your relatively weak units near the HQ building before you can bring in support.

CHECKLIST

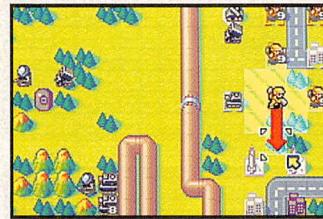
- ① HOLD YOUR POSITION AT THE HQ BUILDING
- ② PRODUCE TROOPS, LAUNCH MISSILES
- ③ BREAK SEAMS AND MOVE NORTH

① HOLD YOUR POSITION AT THE HQ BUILDING



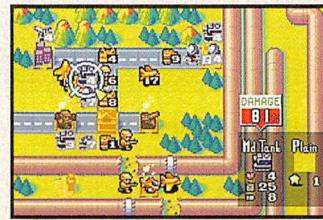
Fall back and use your firepower to break through the weak pipeline seam south of the HQ building. Produce two Infantry units and use them to take over the neutral properties on the south side of the pipeline—a factory and an airport. Create air forces and use them to protect your HQ.

② PRODUCE TROOPS, LAUNCH MISSILES



Call Sensei's Super CO Power, Airborne Assault, to drop Mech units onto all allied cities. Move south with two of the Mechs on the east side of the mission area and use them to launch Missiles at the forces that attack your HQ building.

③ BREAK SEAMS AND MOVE NORTH



Use the Bombers in your southern force to break through the pipeline seams, then push north and join the fight at allied HQ. Once you have things under control, target the Minicannons to accomplish the mission goals.

MARCHING ORDERS



The mission will require three major battles—the initial struggle at HQ, the northern advance of your air units and the final fight against the Minicannons. Stay strong!

MISSION 22

DIFFICULTY: ★★★★★★★★★

A MIRROR DARKLY

**SONJA**

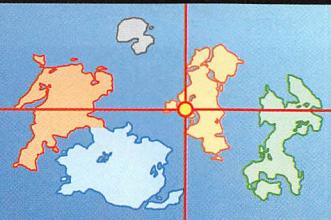
ENHANCED VISION/COUNTER BREAK

**LASH**

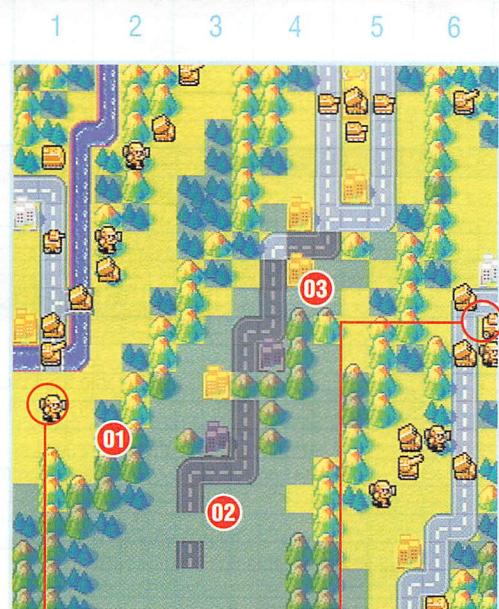
TERRAIN TACTICS/PRIME TACTICS

**MISSION TERMS:**

When Sonja and Lash meet, it's bound to be a playful battle. Sonja will lose if Lash is able to put a unit on Sonja's HQ. Lash's forces will appear from the Fog of War. Converge on the central area and wipe out attacking forces.

**STARTING BASES:** N

<input type="checkbox"/> CITIES	4	6	-
<input type="checkbox"/> FACTORIES	-	-	-
<input type="checkbox"/> AIRPORTS	-	-	-
<input type="checkbox"/> SEAPORTS	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	-	-	-

**MOUNTAIN VIEW**

By moving your Mech and Infantry units onto the mountain peaks, you'll get a good look at the enemy forces.

RECON RUN

Bring your Recon units up to the outer edge of the mountain ranges to shine a light on enemy activity.

01 CLEAR AWAY THE FOG OF WAR

At the beginning of each day, move your Mech and Infantry units into the mountains to give them a view down into the valley, but keep them far enough away from enemy forces to avoid direct damage. Have your Recon units get closer to the center of the field and have them peer into the valley.

02 MOVE ROCKETS AND ARTILLERY INTO POSITION

Your Rocket and Artillery units can't roll over the mountains, but their weapons can reach into the valley. Push the units against the mountains and target the enemy forces that are at the front of the charge.

03 STOP THEM BEFORE THEY GO TOO FAR

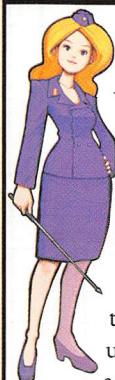
Check the ranges of your Rocket and Artillery units, and fire on prime enemy targets when they are in your sights. If you keep pounding away at the enemy front, you will obliterate all enemy units before they can make a run for your HQ building.

**CHECKLIST**

- ① CLEAR AWAY THE FOG OF WAR
- ② MOVE ROCKETS AND ARTILLERY INTO POSITION
- ③ STOP THEM BEFORE THEY GO TOO FAR

BLACK HOLE TACTICS**LASH'S ADVANCE**

There's no mystery to Lash's tactics. She'll move north with a large force and destroy everything in her way. You'll have the tactical advantage, but her sheer strength will give her a fighting chance.

MARCHING ORDERS

Lash's forces are strong, but your reach into the valley is undeniable. As long as you break through the Fog of War early and size up the enemy army, you'll be able to destroy all of Lash's units in no time. Position your force near the enemy front and keep up with your units as they advance.

YELLOW COMET



YELLOW COMET

MISSION 23

DIFFICULTY: ★★★★★★★★

SEA OF HOPE

**SAMI**

DOUBLE TIME/VICTORY MARCH

**KANBEI**

MORALE BOOST/SAMURAI SPIRIT

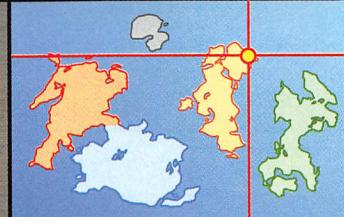
**ADDER**

SIDESLIP/SIDEWINDER



MISSION TERMS:

Your discovery of the secret lab map in the Show Stopper mission has led you to the continent's northeast corner. Black Hole forces will destroy the Neotank plans if you aren't able to capture the lab within 18 days. Sami will provide sea support.



STARTING BASES: N

	N	4	3	2	1
CITIES	13	4	-	-	-
FACTORIES	-	3	-	-	-
AIRPORTS	3	2	-	-	-
SEAPORTS	2	-	-	-	-
MISSILE SILOS	-	-	-	-	-

1 **2** **3** **4** **5**

A **B** **C** **D** **E** **F** **G** **H** **J** **K**

01 **02** **03**

REMOTE LAB
The secret lab is far from your starting point and difficult to reach. Attack by land, sea and air.

SEA SAVE
Sami's naval force will prove to be invaluable in keeping the enemy in check during the first days of the conflict.

BLACK HOLE TACTICS

ADDER'S ADVANCE

While maintaining a strong position near the secret lab, Adder will move south with naval forces in an attempt to weaken your army. In doing so, he'll make good use of his CO Power.

CHECKLIST

- ① MONITOR ENEMY PROGRESS
- ② TAKE THE NORTHERN AIRPORT
- ③ LAUNCH AN AIR ASSAULT ON THE SECRET LAB

① MONITOR ENEMY PROGRESS



Sami's forces are vulnerable from the beginning. If Adder manages to destroy all of her units, you'll fail the mission. Check the attack ranges of the enemy units in the area and be ready to defend against an attack on Sami's navy. At the same time, have Sami destroy forces on and around the central islands in preparation for allied movement from the south.

② TAKE THE NORTHERN AIRPORT



Use Transport Copters and APCs to bring Infantry units to the neutral airport on the island that is directly south of the secret lab. Take over the facility, then build Bombers, Battle Copters and Transport Copters to brace for the assault on the lab defenses. Use a Battleship to protect the island as you build your air force.

③ LAUNCH AN AIR ASSAULT ON THE SECRET LAB



You'll have to be ready to attack the northern island by Day 12 or Day 13. Hit the units that are capable of long-distance attacks first, then remove the rest of Adder's local forces systematically. After you have subdued the immediate enemy threat, bring in the Infantry and take over the lab.

MARCHING ORDERS



Your fight for the Neotank plans will not be an easy one. Sami is trying to help, but she'll be a hindrance if she allows Adder to weaken her forces. Take properties as quickly as you can, then build up your army and attack.

MISSION 24

DIFFICULTY: ★★★★★★★★

THE HUNT'S END

SAMI
DOUBLE TIME/VICTORY MARCH



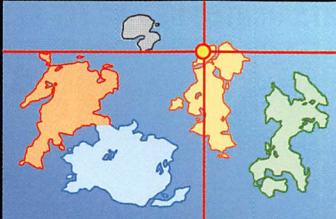
SENSEI
COPTER COMMAND/AIRBORNE ASSAULT



ADDER
SIDESLIP/SIDEWINDER

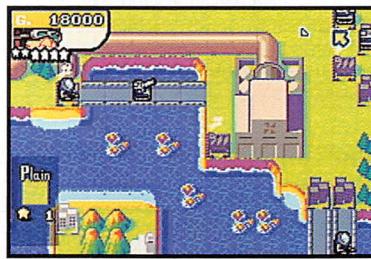
MISSION TERMS:

The final fight for the Yellow Comet continent takes place at the Black Hole factory in the north. By destroying the factory pipeline, you will cut off the enemy's supplies to the continent. It won't be easy. Cannons and mobile units protect the area.

**STARTING BASES:** N ☑ ★ ✽

	CITIES	17	2	1	2
	FACTORIES	4	3	1	3
	AIRPORTS	2	-	-	-
	SEAPORTS	3	1	-	-
	MISSILE SILOS	-	-	-	-

1 2 3 4 5 6 7 8 9 10

**MULTIPURPOSE PIPELINE**

The large Black Hole factory is capable of producing ground units and naval units. It will produce a Battleship early in the fight, making your northeast advance even more difficult.

CONTESTED POSITION

The forces that Adder produces in the northeast will sweep south then move west. Stop them at the bridges.

PRIME AIRSPACE

The airport at position D7 on the map is difficult to take and hold. You'll have better luck capturing the A1 airport in the first few days.

CANNON CLUSTER

Adder protects the area's central section with four far-reaching Minicannons. Be aware of their ranges.

**CHECKLIST**

- 01 ESTABLISH A SOUTHERN HOLD
- 02 CAPTURE WESTERN PROPERTIES
- 03 FIGHT FOR THE SOUTHEAST
- 04 STRAIGHTEN UP AND FLY EAST
- 05 TAKE THE CENTRAL AIRPORT
- 06 BOMB THE PIPELINE SEAM

YELLOW COMET



BLACK HOLE TACTICS

FOUR-PRONGED FORCE



The Minicannons in the north-central section will be a constant source of difficulty for the allies. Avoid their blasts and knock them out if you can.

SOUTHBOUND ASSAULT



Adder will own the eastern section of the mission area in a matter of days. His forces will start in the northeast, then take the southeast with ease.

FACTORY OUTLET



The pipeline factory will produce a formidable force. Some of the factory's units will stay near their place of origin to keep allied units from blocking the factory doors.

01 ESTABLISH A SOUTHERN HOLD



Knowing that Adder will amass forces in the northeast then move south, you must establish your position in the south quickly. Use Infantry units to capture the cities, then produce as many powerful units as you can afford.

04 STRAIGHTEN UP AND FLY EAST



The northwestern airport will prove to be a key property. Block the bridge with ground units, then produce the Bombers and other aircraft that will help you contain the area around the pipeline.

02 CAPTURE WESTERN PROPERTIES



Capture the neutral seaport on the western edge, then build a Lander and ferry Infantry units to the nearby islands. Take the cities and the seaport to the east and build a Battleship to gain sea supremacy.

05 TAKE THE CENTRAL AIRPORT



After you gain a firm grasp of the southeastern corner, land on the island east of the Minicannons and capture the airport. You'll need the additional air support for the final battle.

03 FIGHT FOR THE SOUTHEAST



The battle for the southeastern position will be long and difficult. Place long-range units west of the mountains, then move east with tanks and Mech units. Watch the waters. Adder will attempt to rule the area with a Battleship.

06 BOMB THE PIPELINE SEAM



Once you've softened the enemy forces near the factory, the time will be right for an assault on the pipeline. Two full-force Bomber attacks on the pipeline seam will seal the deal.



MARCHING ORDERS



The battles aren't getting any easier. You'll be outgunned from the start. Keep Adder's forces busy in the east and southeast while your western forces build up for an eastern sweep. With two seaports and an airport under your control, you'll be able to amass an army that will surprise and contain Adder's forces while you go for the jugular.

MISSION 25

DIFFICULTY: ★★★★★★★★

SEA FORTRESS

**EAGLE**

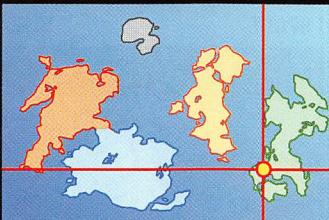
LIGHTNING DRIVE/LIGHTNING STRIKE

**HAWKE**

BLACK WAVE/BLACK STORM

**MISSION TERMS:**

The fight for Green Earth begins with a classic air battle: Eagle vs. Hawke. The Black Hole Army has established a stronghold at sea. You must defeat all eight Minicannons around the fortress. You'll start on the perimeter then move in.

**STARTING BASES:** N O X

<input type="checkbox"/> CITIES	-	-	8
<input type="checkbox"/> FACTORIES	-	-	-
<input checked="" type="checkbox"/> AIRPORTS	-	-	-
<input type="checkbox"/> SEAPORTS	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	-	-	-

**FLYING FORCES**

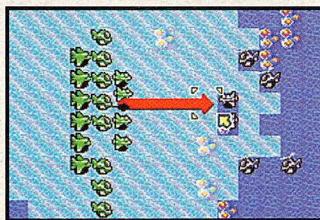
Eagle's air force is an impressive collection of Copters, Bombers and Fighters, but they'll meet their match on the island.

FORTRESS SHIELD

Eight Minicannons ring the fortress, and they're all aiming to the west—they're ready for Eagle's attack.

MOBILE MISSILES

Missile units and Anti-air units rest on the fortress's eight cities. They'll repair some damage after every attack.

01 FIGHT FOR THE SKIES

Move your forces to sections B3 and C3 on Day 1. Hawke's copters and Fighters will counter by moving within range of your units. On Day 2 you will be able to wipe out his forward units without losing any of your own. Lead with your Fighters.

CHECKLIST

- 01 FIGHT FOR THE SKIES
- 02 ATTACK THE WESTERN FRONT
- 03 SWEEP OVER THE FORTRESS

02 ATTACK THE WESTERN FRONT

After you eliminate all of Hawke's air and sea units, line up your units outside of the ranges of the enemy Minicannons and Missiles, then sweep in with your Bombers and Battle Copters, and block enemy attacks with your remaining fighters.

BLACK HOLE TACTICS**WAR HAWKE**

Starting with his forward-flying units, Hawke will attack with everything that he has. His Cruisers and more air units will follow. When allied forces reach the island, Hawke's Missiles, Anti-air units and Minicannons will attempt to pick Eagle's units out of the sky.

03 SWEEP OVER THE FORTRESS

As you move over the island, remove the Minicannons and Missiles and avoid contact with the enemy's Anti-air units. Save up your CO Power for the crucial day when most enemies are within your range, then use the power twice on the same day—kaboom!

MARCHING ORDERS

Hawke is a tough adversary with an effective CO Power, but his defenses have holes. Examine the ranges and mobility of Hawke's forces and hit them hard while protecting your own units.

GREEN EARTH



MISSION 26

DIFFICULTY: ★★★★★★★★

DRAKE'S DILEMMA



DRAKE

TSUNAMI/TYPOON

KANBEI

MORALE BOOST/SAMURAI SPIRIT



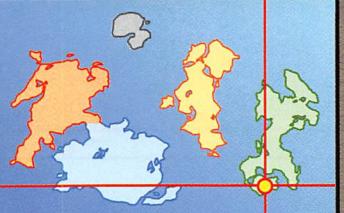
HAWKE

BLACK WAVE/BLACK STORM



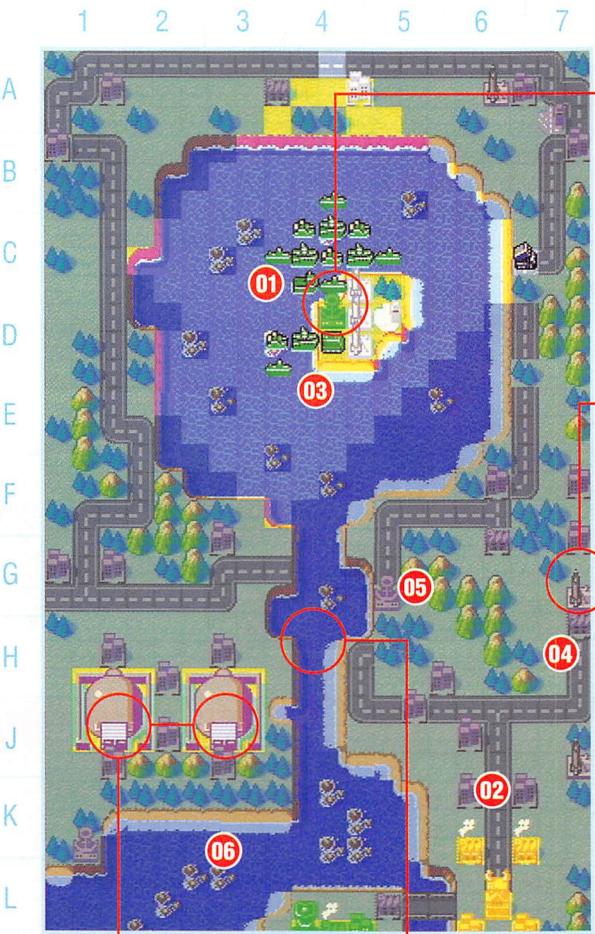
MISSION TERMS:

The Black Hole Army has allied naval forces surrounded—they're pinned down by two Black Cannons. Drake doesn't know whether he should stay at sea or launch a land attack. Either way, he must eliminate the cannons.



STARTING BASES: N ☐ ☐ ☐ ☒

<input type="checkbox"/> CITIES	-	2	1	22
<input type="checkbox"/> FACTORIES	-	2	1	4
<input type="checkbox"/> AIRPORTS	1	-	-	1
<input type="checkbox"/> SEAPORTS	3	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	6	-	-	-



SAFE HARBOR

Not only can you build naval units in the seaports, but you can repair them, too. If your units sustain damage, dock them at the port until they are seaworthy again.

SILO SOLUTION

There are six Missile Silos scattered throughout the mission area. Reach them with Infantry units as early as possible and aim them at prime enemy units.

DUAL DELIVERY

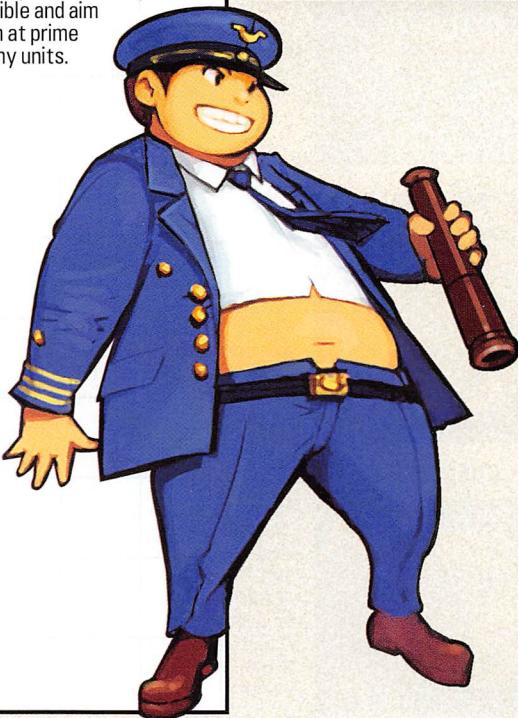
A pair of Black Cannons rule over the southwestern section of the map and threaten Drake's naval forces. By defeating the cannons, you can claim mission victory.

AMBUSH CORRIDOR

The Fog of War hides enemy Rockets and Artillery that line the channel. Use Submarines to cut through the fog and make the units visible.

CHECKLIST

- ① UNCOVER LONG-RANGE UNITS
- ② TAKE THE SOUTHEAST
- ③ CLEAR THE PERIMETER
- ④ SPREAD AND HOLD YOUR GROUND
- ⑤ SWEEP SOUTH
- ⑥ BOMBARD THE BLACK CANNONS



BLACK HOLE TACTICS

THE LONG ARM OF THE LAWLESS



Hawke's Black Cannons' reach extends over the land and water. By checking their ranges, you will see that the southern waters are not safe. Don't put your units in danger.

ROCKETS REVEALED



The Black Hole army aims to knock out all of Drake's naval units. Many Rockets and Artillery units wait at the shore for allied forces to approach. You can reveal them with submerged Subs.

STORM WARNING



Hawke will hit allied forces and bolster his own forces with his Black Wave and Black Storm CO powers as much as he can. You must act before they get the better of you.

01 UNCOVER LONG-RANGE UNITS



Spread out your Submarines to reveal the enemy Rockets and Artillery units that line the shores. Submerge the Subs to keep them from being detected and hide other units in the reefs.

02 TAKE THE SOUTHEAST



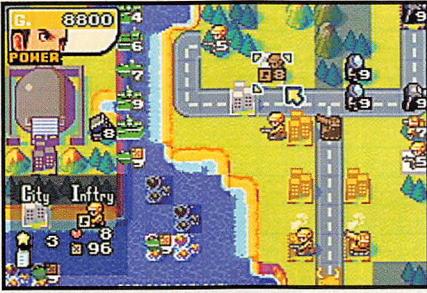
Create Infantry units and a Recon unit with Kanbei's factories and capture the neutral properties in the southeast. The funds that you take from the cities will give you the opportunity to create more-powerful units.

03 CLEAR THE PERIMETER



Move your Battleships to within attack range of the enemy forces on the edge of the water, but keep them either hidden from or out of the range of the Black Cannons. Blast the enemy units at every opportunity.

04 SPREAD AND HOLD YOUR GROUND



Use Kanbei's Infantry and Mech units to continue to capture properties in the southeast and to keep Hawke's ground forces at bay. He'll move south with Neotanks. Build Artillery units to combat them.

05 SWEEP SOUTH



Move your naval units into the southern channel to prepare for an assault on the Black Cannons. Lead with your Cruisers to protect your Battleships and hide your Battleships in the reefs when you can.

06 BOMBARD THE BLACK CANNONS



Pound the Black Cannons with as much force as you can muster. Target the weak spot on the back of each cannon with your Battleships' guns. If your Battleships are at full strength, the fight will be quick and decisive.



MARCHING ORDERS



Protect your Battleships at all costs. They provide the bulk of your firepower. Use Kanbei's forces to control the properties in the southeast and to build forces that will support Drake's drive south. Hawke's CO power is strong, but Drake's Typhoon will be just as powerful for your side. Use it whenever possible.

GREEN EARTH

**MISSION 27**

DIFFICULTY: ★★★★★★★★★

RAIN OF FIRE

**JESS**

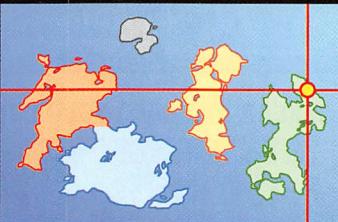
TURBO CHARGE/OVERDRIVE

**HAWKE**

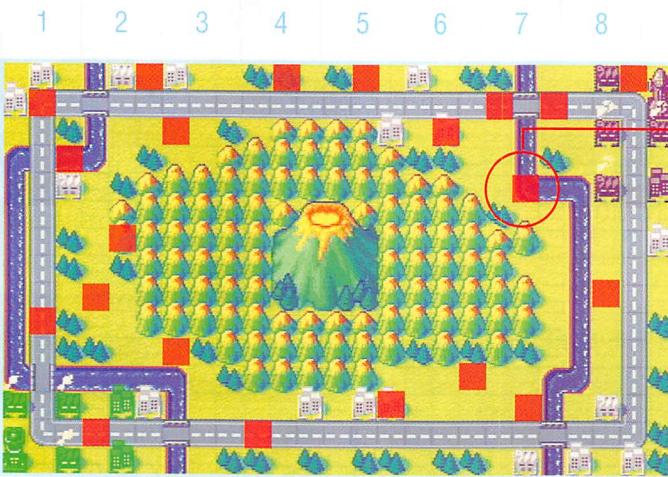
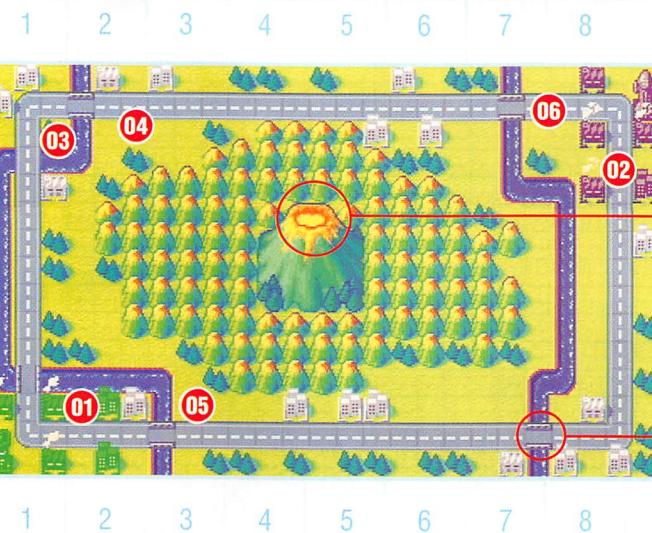
BLACK WAVE/BLACK STORM

**MISSION TERMS:**

Starting in opposite corners, the Green Earth and Black Hole armies will face off near a bubbling volcano. To claim victory, you must defeat all Black Hole forces or capture the Black Hole HQ building. The latter plan will prove to be the more realistic.

**STARTING BASES:** N O X

<input type="checkbox"/> CITIES	13	2	1
<input type="checkbox"/> FACTORIES	4	3	4
<input type="checkbox"/> AIRPORTS	-	-	-
<input type="checkbox"/> SEAPORTS	-	-	-
<input checked="" type="checkbox"/> MISSILE SILOS	-	-	-

**NATURAL DISASTER**

Hawke's forces aren't the only dangers in the Rain of Fire mission. A volcano spews chunks of lava that can damage your units severely.

BLOCK THE BRIDGES

Bridges are always important strategic points. Put strong units on the bridges to keep the enemies from advancing.

**LAVA ALERT**

The volcano spits lava onto the surrounding area once a day. Two lava patterns alternate. The red squares on the map indicate all volcano targets.

CHECKLIST

- ① BUILD AND ROLL
- ② OBSERVE THE ENEMY
- ③ MOVE NORTH BY NORTHEAST
- ④ CAPTURE CITIES AND FACTORIES
- ⑤ STAND BY YOUR HQ
- ⑥ CAPTURE THE ENEMY HQ

BLACK HOLE TACTICS

VOLCANO VOLLEYS



Hawke selected the area because of the lava-spewing volcano. The molten rock can damage both your units and his units, but he doesn't mind losing a few forces.

WEATHERING WAVES



Hawke's Black Wave and Black Storm attacks strengthen his units and weaken allied units. He'll use them at crucial points during the battle.

LARGE-SCALE MOVEMENT



The Black Hole army will amass a group of powerful units, move south to take control over the properties in the southeast, then move west to make a play for the Green Earth HQ.

01 BUILD AND ROLL



You'll start in the southwest corner. Build Infantry units to take over the nearby neutral cities, then build Recon units to establish a position quickly in the southeast and northwest.

04 CAPTURE CITIES AND FACTORIES



Capture all of the properties in the northeast corner and build powerful units in the northeast factories every turn. You'll have to be ready to face some opposition during your assault on the HQ.

02 OBSERVE THE ENEMY



Keep an eye on the enemy's progress. By watching Hawke's troop buildup, you'll get a better idea of what you will have to defend against.

05 STAND BY YOUR HQ



As you prepare an attack on Hawke's HQ, Hawke will mount an aggressive assault on your ground units. Build defenses near the bridge and don't let the enemies cross the river.

03 MOVE NORTH BY NORTHEAST

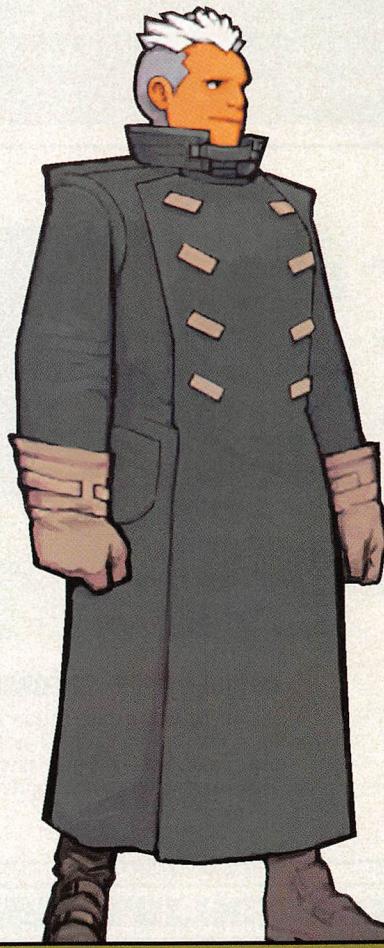


The best way to mount an attack on the enemy HQ is to move north first then prepare for a sweep to the east once your army is fully equipped.

06 CAPTURE THE ENEMY HQ



Most, if not all, of Hawke's forces will be dedicated to attacking your HQ, which gives you an opportunity to cut off Hawke with minimal resistance. Move east and move in.



MARCHING ORDERS



As long as you avoid the lava targets (shown on the map on page 54), you should be able to win the mission in a walk. Hawke will leave his HQ undefended and make a bold move to the south, then the west. Build defenses around your HQ and mount an attack on Hawke's territory at the same time.

GREEN EARTH



MISSION 28

DIFFICULTY: ★★★★★★★★

NAVY VS. AIR



DRAKE
TSUNAMI/TYPOHON



HAWKE

BLACK WAVE/BLACK STORM



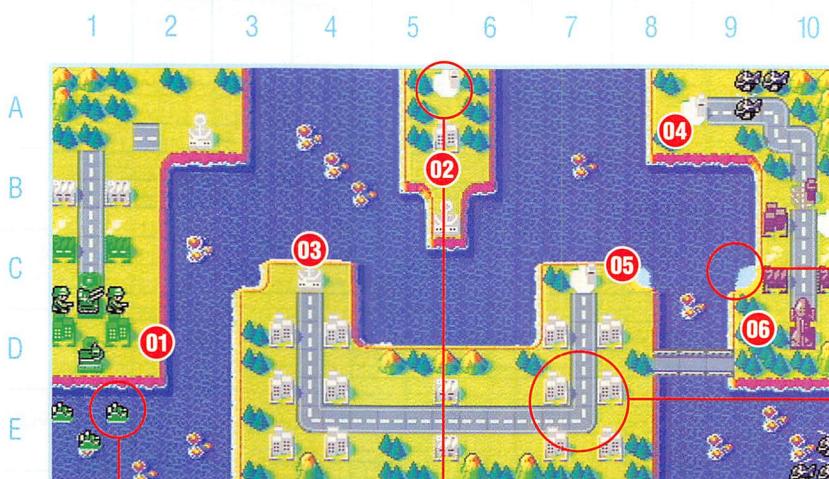
MISSION TERMS:

Naval forces and air forces clash in an equally distributed land and sea mission area. You must defeat all of Hawke's forces or capture his HQ building to claim victory. Use water, air and ground units to accomplish the task.



STARTING BASES: N O X

	CITIES	13	2	1
	FACTORIES	4	2	2
	AIRPORTS	4	-	1
	SEAPORTS	3	1	-
	MISSILE SILOS	-	-	-



CRUISER DEFENSE FORCE

You'll begin with a three-Cruiser naval force. Cruisers are the only naval units capable of fighting air units. They're effective against copters.

DISPUTED AIRPORT

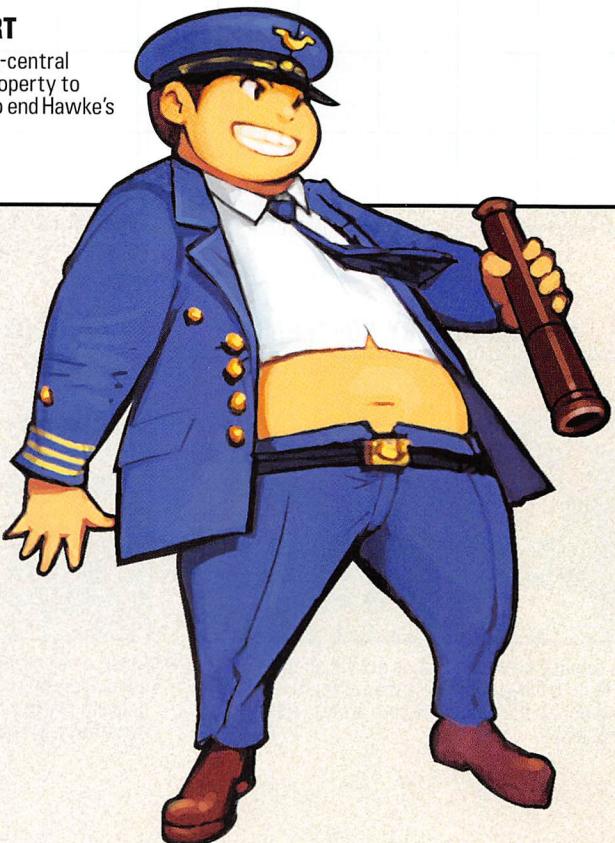
The airport on the north-central island is an important property to control. You can use it to end Hawke's air dominance.

PRIME BEACH PROPERTY

The perfect place for docking a Lander is close to Hawke's factories and HQ building.

FIGHT FOR THE CITIES

The urban areas on the south-central island represent a lot of income for the army that possesses them. Capture them if you can.



CHECKLIST

- ① TACKLE HAWKE'S COPTERS
- ② CAPTURE THE AIRPORT
- ③ ESTABLISH A SOUTHERN HOLD
- ④ FERRY TROOPS TO THE ISLANDS
- ⑤ BUILD AN INVASION FORCE
- ⑥ CAPTURE HAWKE'S HQ

BLACK HOLE TACTICS

PURE AIR FORCE



Hawke will build a Fighter to knock your air units out of the skies. The best way to combat the Fighter is to build a Fighter of your own.

BATTLE COPTER BRIGADE



Six Battle Copters will race across the mission area from the start and attempt to weaken your forces. You'll be able to counter the attack with your Cruisers and Anti-air units.

WESTERN SWEEP



Starting in the south-east corner, Hawke will move west across the bridge and begin to capture properties. Use Drake's Typhoon power to slow the capturing process.

01 TACKLE HAWKE'S COPTERS



Hawke will begin by moving west with his force of six Battle Copters. Build forces and position your Cruisers in preparation for the attack. If you attack first, a Cruiser can take out a Battle Copter in one turn.

04 FERRY TROOPS TO THE ISLANDS



Controlling the properties on the south-central island is important for logistics and finances. Continue to produce troops in the west and bring them to the island. Spread them out and use them to capture properties.



02 CAPTURE THE AIRPORT



Load a Lander with Infantry units, dock at the north-central island's seaport and march north to the airport. You'll need air units for an effective attack on Hawke's territory.

05 BUILD AN INVASION FORCE



Build Transport Copters and Bombers at the airports, and Battleships at the seaports. Protect your fighting units and prepare for a major attack on the southeastern corner.

03 ESTABLISH A SOUTHERN HOLD



Use your original Lander or a second one to take Mech and Infantry units to the seaport on the west end of the south-central island. Capture the local properties to create more income.

06 CAPTURE HAWKE'S HQ



When your forces are strong enough to mount an attack on Hawke's territory, block the bridge, destroy all of Hawke's units near his HQ and bring troops in with Transport Copters to capture the building.

MARCHING ORDERS



The first order of business is to stop Hawke's initial Battle Copter attack with minimal damage to your forces. Expand your ground by taking over an airport and more seaports. Build your forces with offensive elements and Transport Copters, then move into Hawke's territory and take over. You should be victorious within 25 days.

GREEN EARTH



MISSION 29

DIFFICULTY: ★★★★★★★★★

TO THE RESCUE



SAMI

DOUBLE TIME/VICTORY MARCH

EAGLE

LIGHTNING DRIVE/LIGHTNING STRIKE

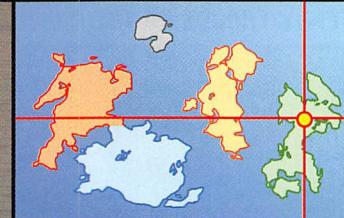


ADDER

SIDESLIP/SIDEWINDER

MISSION TERMS:

Adder's four Laser Cannons have Sami surrounded. The Black Hole CO also has huge forces in the north and south. To be victorious, you must destroy the daily-firing lasers or take Adder's HQ. You'll lose in an all-out assault. Be cautious and controlled.



STARTING BASES: N

	CITIES	15	-	4	-
	FACTORIES	3	2	-	1
	AIRPORTS	4	2	-	1
	SEAPORTS	-	-	-	-
	MISSILE SILOS	-	-	-	-

LASER LINES

Each of the four Laser Cannons fires in four directions. Keep an eye on the cannons and make sure that you don't place units in their firing paths.

ROUGH MOUNTAINOUS TERRAIN

Only Infantry, Mechs and air units can cross over the mountain peaks into the center of the mission area. A mountain pass provides a path for additional forces.

VALUABLE TERRITORY

The neutral properties in the southwest corner are up for grabs. By capturing them, you can add to your income and produce air units closer to the enemy HQ.

CHECKLIST

- 01 DIVIDE AND CONQUER
- 02 SET UP CENTRAL DEFENSES
- 03 CAPTURE THE SOUTHWEST
- 04 CONTROL THE EASTERN FRONT
- 05 STRIKE TWICE WITH LIGHTNING
- 06 BRING IN THE BOMBERS

BLACK HOLE TACTICS

MOUNTAIN-PASS MOVEMENT



Advancing through the path between the mountains, Adder's ground forces will attempt to close in on Sami's units. Watch the enemies' attack ranges and prepare a counter-strike.

DAILY LASER ATTACKS



The Laser Cannons fire daily at every thing in their paths, including Black Hole army units. Don't get caught in the cross-fire.

SOUTHERN ASSAULT



Adder's Missile, Rocket and Anti-air units will move east and attempt to attack your south-eastern position. Be ready for a fight.

01 DIVIDE AND CONQUER



You'll start with an impressive group of units in the southeast corner. Move some of the units west and advance the remaining units north to fight two separate battles. Don't let Adder's forces gang up on you.

02 SET UP CENTRAL DEFENSES



Adder will attempt to move into the central area early with air units. Keep an eye on his forces and position your units to defend against the air strikes. Use the mountains and cities to strengthen your defensive position.

03 CAPTURE THE SOUTHWEST



After you destroy Adder's southern forces, continue to move west and capture the southwestern properties. You'll earn additional income from the cities and gain an important strategic position by controlling the airport.

04 CONTROL THE EASTERN FRONT



Battle Adder's eastern units with all of the power that you can muster, then bring troops north to take over the neutral factory and cities.

05 STRIKE TWICE WITH LIGHTNING



Build your CO Power and hit enemy forces with consecutive Lightning Strikes. You'll weaken Adder's units and deal a strong blow to the Laser Cannons at the same time.

06 BRING IN THE BOMBERS



When the tide has turned in your favor and Adder's forces are on the ropes, finish off the Laser Cannons with Bomber attacks—they're quick and decisive.



MARCHING ORDERS



The first few days of the conflict are crucial. You must fight off Adder's initial attack, keep out of range of the Laser Cannons and set up an effective defense in the center of the map. A 25-day completion will earn you a good grade. If you lose your Bombers early, you may want to exit the map and start over.



GREEN EARTH

MISSION 30

DIFFICULTY: ★★★★★★★★★

SINKING FEELING



JESS

TURBO CHARGE/OVERDRIVE



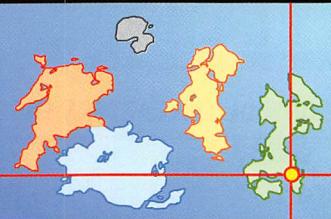
LASH

TERRAIN TACTICS/PRIME TACTICS



MISSION TERMS:

Lash's fleet of nine Battleships is in the port for repairs. They'll be ready in 17 days. You must sink all of the ships before they can leave. Enemy resistance is heavy and mission victory will be close to impossible unless you carefully plan every move.



STARTING BASES: N □ X

<input checked="" type="checkbox"/> CITIES	9	9	6
<input type="checkbox"/> FACTORIES	2	-	-
<input type="checkbox"/> AIRPORTS	1	-	-
<input type="checkbox"/> SEAPORTS	2	-	-
<input type="checkbox"/> MISSILE SILOS	-	-	-



AIR ADVANTAGE

Lash's forces will take the airport early in the mission. They'll send Battle Copters and Bombers to protect the Battleships.

HIDDEN PLANS

The map to Green Earth's secret lab is in a city on the western island. Capture it to open a new mission.

SKIP THE SOUTHEAST

Don't waste time capturing the neutral cities in the southeast. Move north instead and engage the enemy.



CHECKLIST

- ① CAPTURE THE SEAPORT
- ② SAIL NORTH TO THE ISLAND
- ③ CLASH WITH LASH IN THE EAST
- ④ DESTROY THE NORTH TURRET
- ⑤ FIGHT FROM THE WATER
- ⑥ SURROUND THE HARBOR

BLACK HOLE TACTICS

EARLY AIRPORT CAPTURE



The only airport in the mission area is in the north end, deep in enemy territory. Lash will get to it first and use it to produce an air force.

SOUTHERN SWEEP



Lash's ground forces will move south and clash with your army. Have your Medium Tanks take the lead, with Artillery and Rocket units providing second line support.

SECONDARY AIR STRIKE



When her ground forces fall, Lash will attack with Battle Copters and Bombers. Save your Anti-air units for the eventual air war.

01 CAPTURE THE SEAPORT



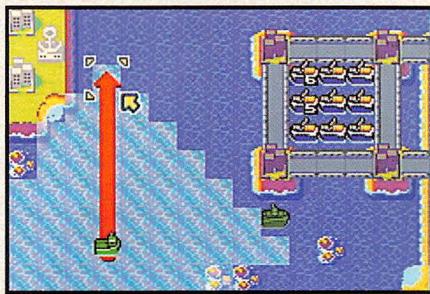
Employ an Infantry unit or Mech unit to capture the nearby seaport. By Day 3, you'll be able to build a Battleship. Use it to begin your attack on the enemy Battleships in the harbor.

04 DESTROY THE NORTH TURRET



The success of your attack on the harbor will hinge on your ability to bring in ground forces. Pass the attack areas of both harbor turrets, then turn left and blast the north turret. Move south and destroy the other turret.

02 SAIL NORTH TO THE ISLAND



Build a Lander on Day 4 and use it to ferry Mech or Infantry units to the western island. Take over the cities and the seaport, then continue your naval-unit production.

05 FIGHT FROM THE WATER



Use your seaports to build more Battleships and at least one Cruiser for defense against air units. Move your navy close to the harbor and target Lash's Battleships.

03 CLASH WITH LASH IN THE EAST



Weaken Lash's ground forces in the southeast while keeping as many of your forces as you can intact, then sweep north and east. Take control over the eastern factory, but keep out of firing range of the harbor's south turret.

06 SURROUND THE HARBOR



Move your ground units into a harbor-surrounding formation and pound away at the Battleships with all of your firepower. You must destroy every Battleship within 17 days or face defeat.



MARCHING ORDERS



Lash's Battleships will be ready to go in 17 days. Time is not on your side. Produce a Battleship as quickly as possible and continue your naval buildup. Keep your Anti-air units intact and prepare for a Battle Copter-and-Bomber attack.



MISSION 31

DIFFICULTY: ★★★★★★★★

DANGER X9



EAGLE

LIGHTNING DRIVE/LIGHTNING STRIKE



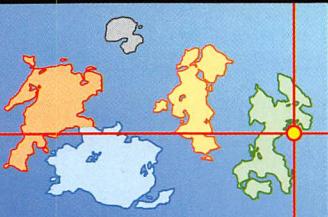
HAWKE

BLACK WAVE/BLACK STORM



MISSION TERMS:

The Neotank plans are in the northeast corner of the secret Danger X9 area. You can select any Green Earth CO for the mission, but Eagle will give you air superiority. Time is tight. The enemies will destroy the plans after nine days.



STARTING BASES: N O X

	CITIES	-	9	5
	FACTORIES	-	3	-
	AIRPORTS	1	1	-
	SEAPORTS	-	1	-
	MISSILE SILOS	-	-	-



ENEMY AMBUSH

Hawke's forces take advantage of the Fog of War by hiding in the trees. You'll encounter a group of them when you round the first corner.

LAB LOCATION

You'll fight a large group of enemies on your way to the lab, but there will be little enemy resistance near the lab itself.

WEAK SEAM

Since you have only nine days to complete the mission, you should create a direct route to the lab. You'll break through the weak seam in the pipeline with a single Bomber strike.



CHECKLIST

- ① MOVE NORTH ON DAY 1
- ② TAKE ON TANKS AND TROOPS
- ③ KNOCK COPTERS FROM THE SKY
- ④ BUILD AN AIRLIFT
- ⑤ BREAK THE PIPELINE
- ⑥ HEAD FOR THE SECRET LAB

BLACK HOLE TACTICS

BATTLE COPTER QUARTET



Hawke's air attack consists of four Battle Copters that fight as a group. If they knock the air out of your forces, you may want to start over.

BEWARE OF THE BLACK STORM



Hawke will send out his damaging CO attack at least once. As soon as you produce your lab-capturing troop unit, place it in a Transport Copter to shield it from the storm.

Pipeline Defenses



When you swoop in to break the pipeline seam, you may uncover an enemy unit in the woods. Bomb it then head for the seam.

01 MOVE NORTH ON DAY 1



You won't have any time to waste at the beginning of the mission. Move all of your units north on Day 1 and put a second Anti-air unit into production before you finish.

04 BUILD AN AIRLIFT



You must build a Transport Copter and an Infantry unit before the halfway point on the mission clock and begin your flight to the lab. Move north first and let a Bomber lead the way.

02 TAKE ON TANKS AND TROOPS



A Tank and Recon unit will probably pop out of the Fog of War on Day 1. By moving a unit to the space between the trees, you will expose a hidden Mech unit. Attack all enemies and produce another Anti-air unit or a Bomber.

05 BREAK THE PIPELINE



You may encounter an enemy unit in the trees in front of the pipeline seam. If you have two Bombers within striking distance of the seam, send the weaker one into the area close to the woods first, then follow with the other one.

03 KNOCK COPTERS FROM THE SKY

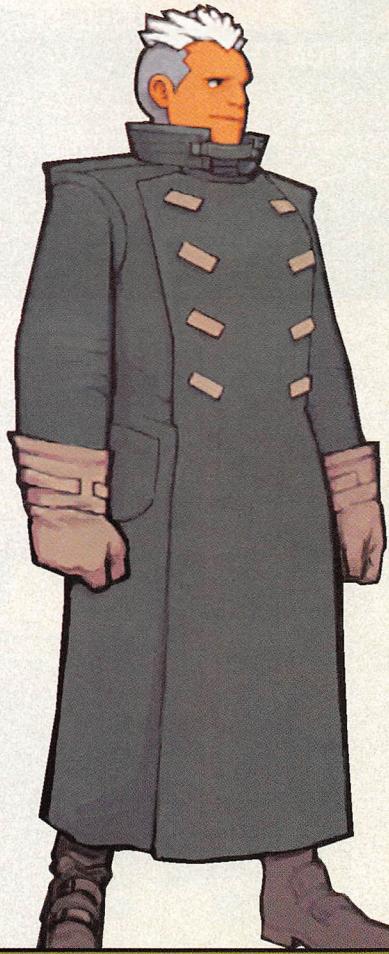


Hawke's Battle Copters should appear on Day 3. Attack them with your Anti-air units and your Cruiser. You must eliminate the air threat quickly to give yourself enough time for an assault on the secret lab.

06 HEAD FOR THE SECRET LAB



Once you've put a hole in the pipeline, you'll have a clear path to the lab. You must begin capturing the lab by Day 8 to finish the job on Day 9.



MARCHING ORDERS



The key to mission victory is clearing the air early and making a path to the pipeline seam for one of your Bombers. After you defeat all four Battle Copters, create a Transport Copter and an Infantry unit and send them through the broken pipeline and to the secret lab. Make every day count. You don't have any time to waste.

GREEN EARTH



GREEN EARTH

MISSION 32

DIFFICULTY: ★★★★★★★★★

GREAT SEA BATTLE



ANDY
HYPER REPAIR/HYPER UPGRADE

EAGLE
LIGHTNING DRIVE/LIGHTNING STRIKE

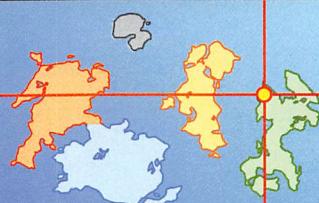
SENSEI
COPTER COMMAND/AIRBORNE ASSAULT

**HAWKE**

BLACK WAVE/BLACK STORM

MISSION TERMS:

The final battle for the Green Earth continent asks you to break through a pipeline that leads to the main factory. Use Andy for ground battles, Eagle for air battles and Sensei for your attack on the pipeline.



	N	W	S	E	SW	SE
CITIES	29	-	2	2	7	
FACTORIES	6	1	2	2	1	
AIRPORTS	5	-	-	1	1	
SEAPORTS	3	1	-	1	-	
MISSILE SILOS	7	-	-	-	-	

Map overview: The map shows the Green Earth continent with various regions labeled A through J and 1 through 13. Key locations include industrial complexes, residential areas, and a large pipeline system. Red circles highlight specific targets: 01 (factory), 02 (factory), 03 (factory), 04 (factory), 05 (factory), 06 (factory), and the pipeline seam at location 10.

- PUNCH THE PIPELINE**: The pipeline seam is the weak point. By destroying it, you will stop the production of enemy units and send Hawke packing.
- CANNON ALERT**: Several large and small cannons protect enemy territory. Destroy them to free up your movement across the map.
- SOUTHERN STRONGHOLD**: Send Sensei's units to take over the facilities on the southeastern island early. Create Rockets and ferry them to the north.

CHECKLIST

- 01 BUILD UP AND HEAD EAST
- 02 ADD AN AIR FORCE
- 03 TAKE THE SOUTHEAST
- 04 BLOCK THE BRIDGES
- 05 FERRY FIREPOWER NORTH
- 06 ATTACK THE PIPELINE



BLACK HOLE TACTICS

POWER IN NUMBERS



The Black Hole Army's huge factory produces powerful units with incredible efficiency. Hawke will hit you hard with ground and air forces. Tough out the attack with Andy and Eagle.

CRUSHING CANNONS



The two Giant Cannons dominate the north-central and northeast sections. You must break them both to stand a chance against Hawke's forces.

AIRPORT ISLAND



Hawke will capture the airports on the island in the center of the map before you can get there. You can fight his air forces with air units and Anti-air guns.

01 BUILD UP AND HEAD EAST



Use Infantry units to capture the factories and cities in the northwest first, then build Rockets, Artillery and Medium Tanks and have them set up a position on the island to the east. You can build a defensive force quickly with the island factory.

04 BLOCK THE BRIDGES



Hawk will sweep west over the bridges. Head off his units with your ground and air forces. Block the bridges and keep control over the northwest corner.

02 ADD AN AIR FORCE



As you build Andy's units in the northwest, use Eagle to create an air force. Eagle's air units will provide a perfect complement to your growing ground army.

05 FERRY FIREPOWER NORTH



Load up your Landers in the southeast and bring Rocket units to the northern map section. Destroy the cannons that protect the area and continue your march toward the pipeline.

03 TAKE THE SOUTHEAST

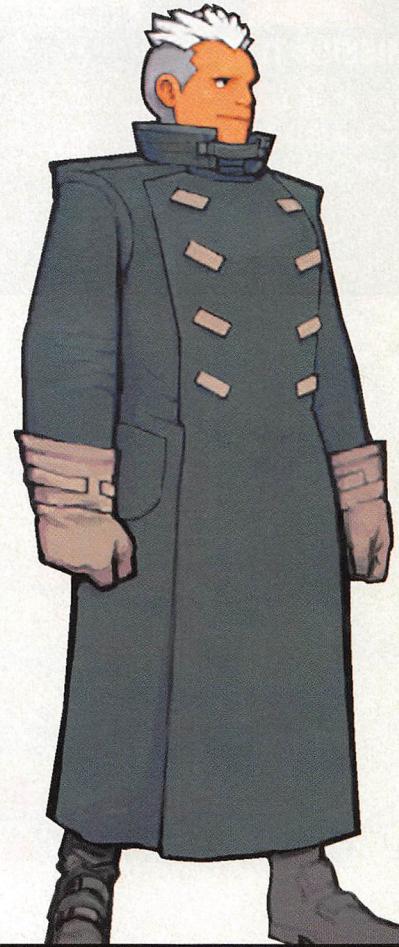


As the battle heats up in the north, use Sensei to build a Lander in the south and bring Infantry units to the southeastern island. Capture the island's properties and begin producing the Rockets that will eventually destroy the pipeline seam.

06 ATTACK THE PIPELINE



While Andy and Eagle keep Hawke busy in the northwest, use Sensei's forces to set up a position in the northeast. Use Rockets to destroy the cannon that protects the pipeline seam, then target the seam itself.



MARCHING ORDERS



You'll get a good grade if you can pick off Hawke's many units and destroy the pipeline within 30 days. Hold a northwestern position with Andy's units. Support the ground forces with Eagle's air units and bring Sensei's units from the southeast to the northeast for an attack on the pipeline.

GREEN EARTH



BLACK HOLE

MISSION 33

DIFFICULTY: ★★★★★★★★

HOT PURSUIT

**ANDY**

HYPER REPAIR/HYPER UPGRADE

**EAGLE**

LIGHTNING DRIVE/LIGHTNING STRIKE

GRIT

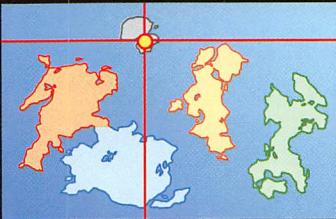
SNIPER ATTACK/SUPER SNIPE

**STURM**

METEOR STRIKE

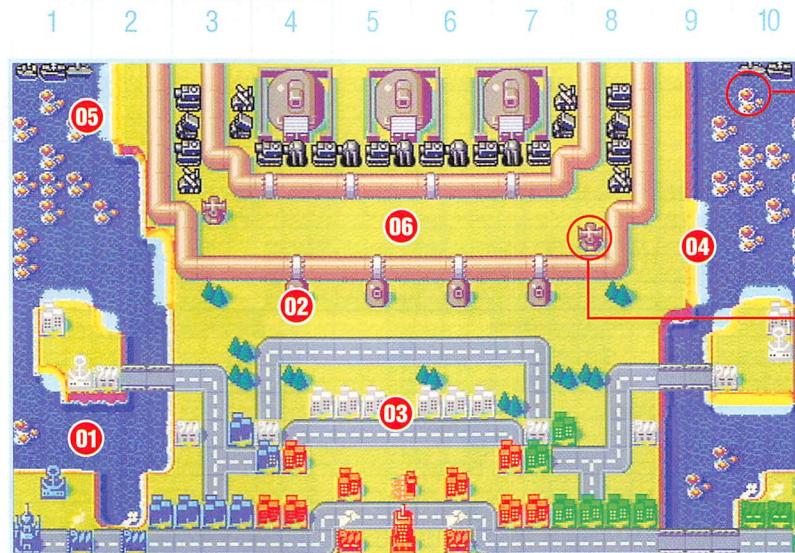
MISSION TERMS:

The Black Hole Army has retreated to its own small island in the north. Hot on Sturm's tail, you must destroy three Black Cannons before you can discover if the army has more fight in it. Andy, Eagle and Grit are the best COs for the job.



STARTING BASES:

	N	C	★	G	M
CITIES	8	6	8	6	-
FACTORIES	6	2	2	2	-
AIRPORTS	-	-	1	1	-
SEAPORTS	2	1	-	-	-
MISSILE SILOS	-	-	-	-	-

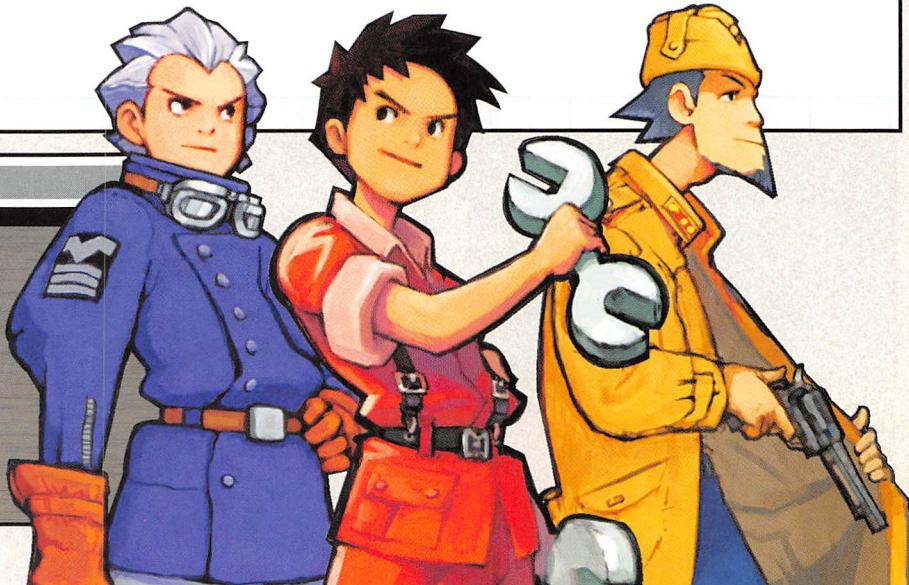


BATTLESHIP BACKUP

Black Hole forces include naval units on both sides of the landmass. You'll have a difficult time building units to the east and west until you destroy the enemy Battleships.

DAILY LASERS

Two Laser Cannons fire at the beginning of every enemy turn. Until you can destroy the cannons, you must keep your units out of their paths.

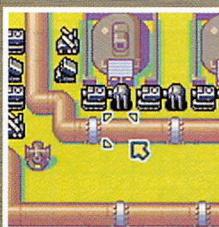


CHECKLIST

- 01 SINK THE BATTLESHIPS
- 02 DESTROY THE MINICANNONS
- 03 AMASS YOUR FORCES
- 04 ELIMINATE THE LASERS
- 05 ATTACK FROM THE SIDES
- 06 PUSH TOWARD VICTORY

BLACK HOLE TACTICS

POWER BEHIND THE PIPES



A large group of enemy tanks and long-distance units wait behind the pipeline, in the protective range of the Black Cannons. They'll attack you once you break through the seams.

THE BLACK CANNONS' BLASTS



The Black Cannons lord over the mission area. Watch their ranges and don't put any units in harm's way until you are ready to attack the cannons and their support forces.

CRUSHING BLOW FROM ABOVE



Sturm will save up his CO Power until he can deliver his incredible Meteor Strike—a massive rock attack that deals a devastating blow to all targets in a large area.

01 SINK THE BATTLESHIPS



Before you take on the forces to the north, build Rockets, Battleships and Bombers to destroy Sturm's naval units. Attack the Battleships first, then move on to the Submarines and Cruisers.

04 ELIMINATE THE LASERS



With the Minicannons gone and naval forces on your side, you'll be able to get within firing range of Sturm's Laser Cannons. Hit them hard with indirect fire.

02 DESTROY THE MINICANNONS



Rockets and other indirect-firing units will be immensely valuable in your efforts to beat back the enemies. Line up your Rocket units just south of the neutral cities and destroy the Minicannon front line.

05 ATTACK FROM THE SIDES



Before you attack Sturm's frontline defenses with your giant wave of air and ground forces, bring a fleet of Battleships to the north on either side and take out Sturm's western and eastern Missile and Rocket units.

03 AMASS YOUR FORCES

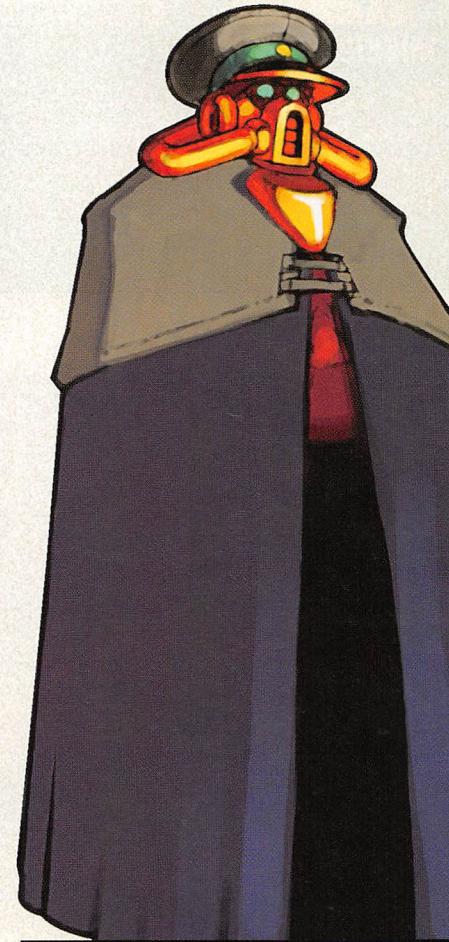


The battle will eventually come down to a stand-off between the allied armies and Sturm's battle units, backed by his Black Cannons. Capture the neutral cities to bring in some funds and build a group of strong units for the fight.

06 PUSH TOWARD VICTORY



When all that's left are the Black Cannons and Sturm's forward forces, charge ahead with all of your units. Bombers are good against Sturm's tanks, and Rockets work well against his Black Cannons.



MARCHING ORDERS



Your victory is never in question in the Hot Pursuit mission, since Sturm can't create new units but you can. About 25 days is the threshold for a good speed rating. You'll earn high technique and power scores by first attacking with indirect-firing units then powering through the lines with tanks and Bombers.

BLACK HOLE



MISSION 34

DIFFICULTY: ★★★★★★★★★

FINAL FRONT

**ANDY**

HYPER REPAIR/HYPER UPGRADE

OLAF

BLIZZARD/WINTER FURY

DRAKE

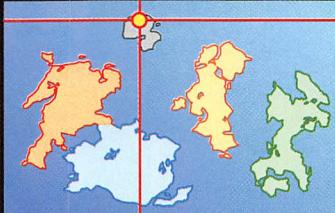
TSUNAMI/TYPHOON

**STURM**

METEOR STRIKE

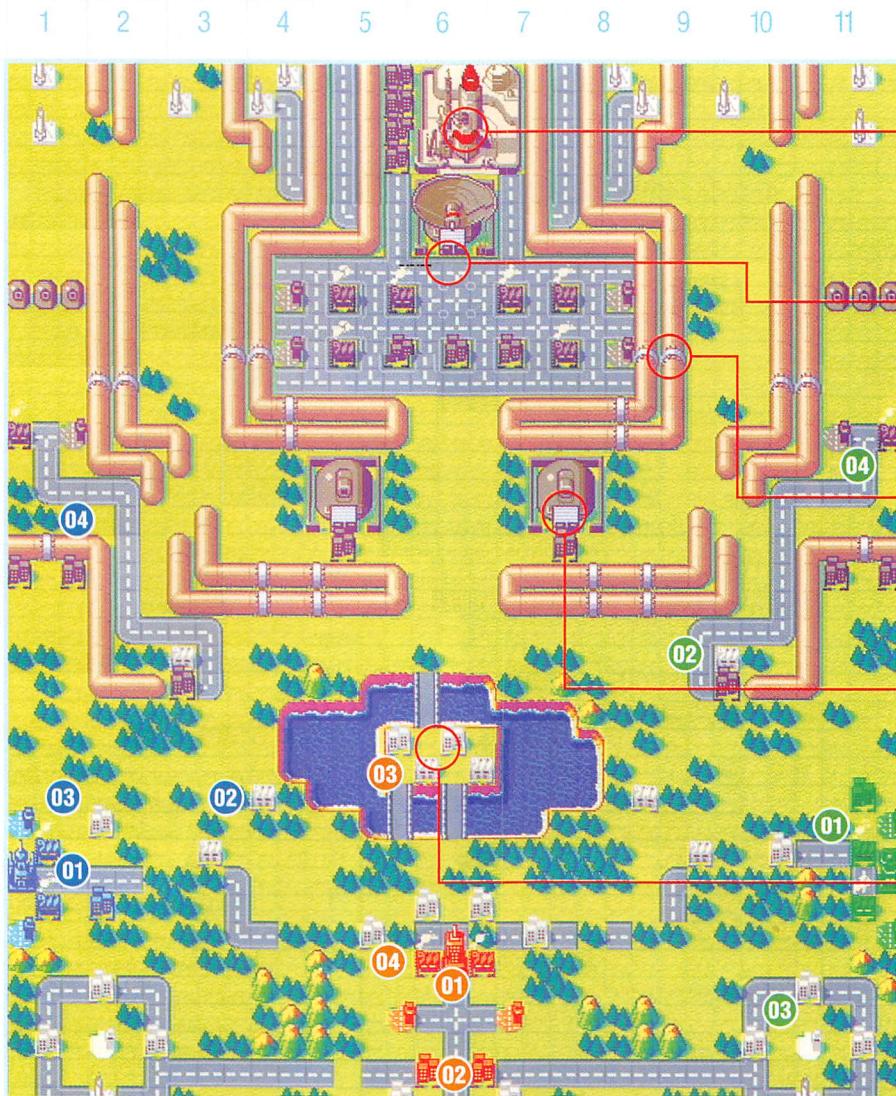
MISSION TERMS:

The campaign's last battle is a seven-star blowout. You've got 30 days to work your way through Sturm's defenses and defeat his Deathray. You can use any combination of COs, but we recommend Andy, Olaf and Drake.



STARTING BASES: N

	N	★	●	○	■	◆
CITIES	16	2	1	1	15	
FACTORIES	8	2	2	2	8	
AIRPORTS	2	2	2	2	6	
SEAPORTS	-	-	-	-	-	
MISSILE SILOS	12	-	-	-	-	



• START THE COUNTDOWN

Unless you destroy Sturm's Deathray device within 30 days from the start, he'll trigger a mission-ending Missile strike.

• DEAL WITH THE DEATHRAY

Seven days into the mission, Sturm's Deathray will be ready to rain down on allied forces. Target it with Bombers and big tanks.

• SIC THE SEAMS

Pipelines protect Sturm's complex. The only way to break through the pipelines is to hit them at the seams.

• CANNON COLLECTION

As if the giant Deathray weren't enough, Black Cannons and Minicannons lord over the mission area's southern half. Hit them with long-range weapons.

• ISLAND CONQUEST

Sturm's forces will storm the south-central island under the cover of the Black Cannons and the Deathray. Keep the forces at bay as long as you can.

BLACK HOLE TACTICS

DEATHRAY DEALING



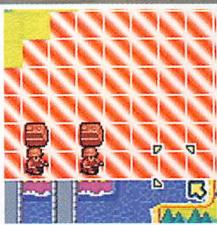
The giant Deathray will fire every seven days, dealing a serious blow to every allied unit in its three-space-wide path. Move your units out of the way on the days before it strikes.

MAJOR METEOR STRIKE



Sturm's Meteor Strike CO Power conjures a huge rock that deals big damage to every unit on the area it hits. Spread your units apart to avoid the devastation.

CANNON BLAST



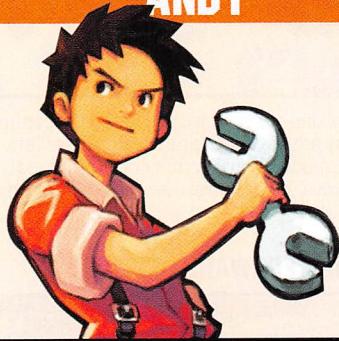
Look at the firing ranges of the Black Cannons and Minicannons. Don't be afraid to advance your forces, but stay out of the lines of fire as much as possible.

ORANGE STAR



Any Orange Star CO would do a bang-up job for you in the Final Front mission, but Andy's ability to repair units will be especially handy while you're facing off with the Deathray and the cannons.

ANDY



CHECKLIST

- 01 ADVANCE TO THE ISLAND
- 02 CAPTURE CENTRAL CITIES
- 03 RUN FROM THE DEATHRAY
- 04 HOLD THE MIDDLE GROUND

01 ADVANCE TO THE ISLAND



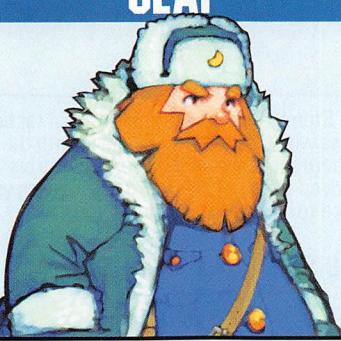
Dedicate the Orange Star Army's first moves to capturing the island's properties. Take Infantry units to the island in APCs and let the APCs draw the Black Cannon's fire while your troops take control over the factories and cities. Build units in the factories to maintain your hold on the island for as long as you can.

BLUE MOON



Although Grit's long-range-firing capabilities are always good to have on your side, Olaf wins the Blue Moon contest in a pinch because of the damage he can inflict with Winter Fury.

OLAF



CHECKLIST

- 01 SET UP A WESTERN FRONT
- 02 BUILD UP IN THE WEST
- 03 ATTACK WITH ALTERNATIVES
- 04 BREAK THE PIPELINE

01 SET UP A WESTERN FRONT



Build APCs, Transport Copters and Infantry units in the first days of the Blue Moon Army's crusade, and capture the factories that lie directly east of the HQ. Then move north to block the passage between the pipelines, using Anti-air units if the enemies are building Bombers, or Artillery if they're building tanks.

GREEN EARTH



Drake's Typhoon does two points of damage to all enemies and cuts their fuel supplies in half. He'll help you weaken the attacking units and keep Sturm's forces from expanding.

DRAKE



CHECKLIST

- 01 SET UP AN EASTERN FRONT
- 02 STRENGTHEN YOUR POSITION
- 03 CAPTURE ENEMY CITIES
- 04 PUSH FORWARD

01 SET UP AN EASTERN FRONT



Mirror the Blue Moon Army's moves in the west with the Green Earth Army in the east. Build transporters, capture properties and block the path between pipelines. While you're working up to the pipelines, keep your transporters out of the Cannons' lines of fire early, then use them to block attacks on your property-capturing troops.



BLACK HOLE



BLACK HOLE

02 CAPTURE CENTRAL CITIES



The Black Hole Army will make a big push down the middle of the map. Use Infantry units to capture all of the neutral properties in the area for added revenue, then build Rockets and tanks to bolster your defenses.

02 BUILD UP IN THE WEST



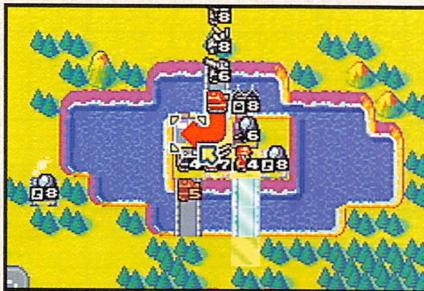
Continue to capture all of the neutral properties in the west to build your finances and production capacity. You'll need a large and powerful army for your eventual move to the north.

02 STRENGTHEN YOUR POSITION



Use the factory between the pipelines in the east to build units that will block the path. At the same time, spread south, capture properties and continue to build your wealth.

03 RUN FROM THE DEATHRAY



Sturm will fire his Deathray on Days 7, 14, 21 and 28. Examine the Deathray's path and move your forces out of the way in anticipation of the attacks. Then move to the middle again to fight off Sturm's forces.

03 ATTACK WITH ALTERNATIVES



Fight Sturm's forces with conventional tactics as well as with Olaf's Winter Fury and with the southern silo's Missile. Sturm will pause his attack on the west about 10 days in, giving you a chance to build your funds and forces.

03 CAPTURE ENEMY CITIES



The best kind of economic warfare is the capture of enemy properties. Capturing properties lets you take money from Sturm's coffers and add it to your own. Take control over the cities south of the pipeline.

04 HOLD THE MIDDLE GROUND



If any allied CO loses his or her HQ, the mission will end in defeat. The Orange Star HQ will be under the most intense attack. You can leave victory to the armies on the map's sides—just don't give up your position in the middle.

04 BREAK THE PIPELINE



You'll need a path to the Deathray that doesn't go up the middle of the map. Using an APC as a resupplying escort and decoy, bring a Bomber north to the Pipeline seam and break through to the central area.

04 PUSH FORWARD



Continue to build your forces in the east and blast through the pipeline seam to the north. Push forward, destroy the Minicannons then head west and make your move to the middle.

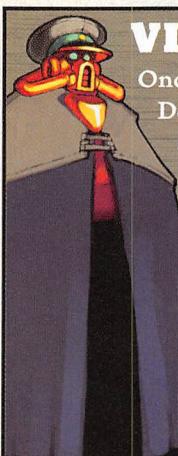
MARCHING ORDERS



The Final Front battle is difficult any way you look at it. The key is in securing neutral properties and building your funds. You'll need the money to build your own forces and to fight off Sturm's forces in preparation for your sweep north. When you reach the Deathray, two Bomber blasts will do the job.

VICTORY AND A FINAL GRADE

Once you've finally decimated Sturm's forces and destroyed the Deathray, you'll witness the rest of the story—Sturm's last words and the allies' celebration. After all is said and done, you'll earn a final grade that takes into account all of your mission rankings.



Well, let's celebrate!
It's party time! Paaaarty! ☺

HARD MODE

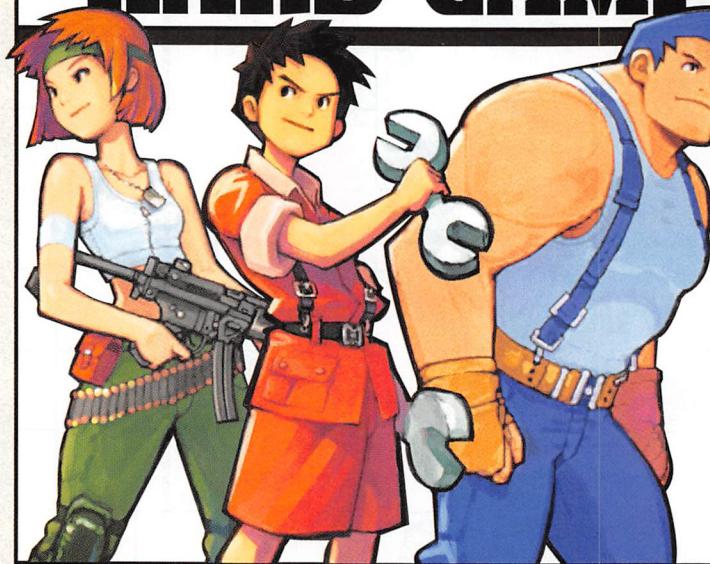


SAME CAMPAIGN ONLY HARDER

After you've completed the original campaign, you can buy Hard Campaign mode from Hachi for 1,000 credits. Most of the Hard mode missions have the same names as their standard campaign counterparts, and strong similarities in how they play. Other missions are big departures from the normal campaign. Our maps show the initial deployment for each side, and our strategies give you a basic blueprint for how to win the missions.



HARD CAMPAIGN MODE



You haven't had the entire Advance Wars 2: Black Hole Rising experience until you've played through Hard Campaign mode. The missions are similar to the standard Campaign mode missions, but they're much more challenging. All of the missions have higher difficulty ratings than their normal Campaign-mode counterparts and the maximum difficulty has risen from seven stars to 10.



After you purchase the Hard Campaign mode from Hachi, highlight the Campaign entry and press the Select Button. The Campaign will toggle to Hard mode. Start a new campaign and play.

01 BORDER SKIRMISH



DIFFICULTY: ★★★★★★★★

The second mission of the original campaign is the first mission of Hard mode. It's three stars instead of one. Fog of War is on the forces for both sides are much stronger than before.



02 ORANGE DAWN



DIFFICULTY: ★★★★★★★★

The mission area for Orange Dawn has doubled in size, and difficulty has quadrupled. Capture neutral cities and seaports on your way to Black Hole territory and beware of the Laser Cannon.



03 ANDY'S TIME



DIFFICULTY: ★★★★★★★★

The Hard version of Andy's Time takes place on the same map as the mission's original version. The enemy has one additional factory and two Minicannons. Plus, the lab map has moved to a new city.



04 MOUNTAINS OPS



DIFFICULTY: ★★★★★★★★

The Mountains Ops mission is new for Hard mode. It pits Sami versus Lash in a test of their troops. Mech units scramble over mountains quickly. Use them to trigger Missiles and capture mountain cities.



05 SEA FOR ALL



DIFFICULTY: ★★★★★★★★

The Hard Campaign's first big air-and-sea battle puts Hawke into the mix. Use Fighters to keep his air units at bay and develop Bombers and Battleships to take on his naval forces.



06 TEST OF TIME



DIFFICULTY: ★★★★★★★★

The allied properties have been shuffled, but the shape of Hard mode's Test of Time mission is the same as the original Campaign-mode version. Both sides start with larger forces. Capture the lab within 15 days.



07 POW RESCUE



DIFFICULTY: ★★★★★★★★

The last of three all-new missions for Hard Campaign mode is a Fog of War skirmish that challenges you to use Max's pre-deployed units to obliterate Adder's forces. Beware of the Minicannons.

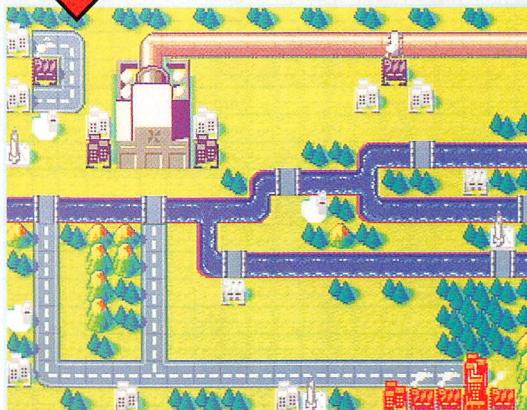


08 LIBERATION



DIFFICULTY: ★★★★★★★★

In the eight-star version of a mission that is four stars in the original campaign, the large enemy factory is much more productive and a small facility blocks the pipeline seam. Build and battle.



09 TANKS!!!



DIFFICULTY: ★★★★★★★★

The easiest mission in Blue Moon territory is quite similar to its original Campaign-mode counterpart. The map is the same, but both the allied and enemy forces are stronger.



HARD MODE



HARD MODE

10 RECLAMATION



DIFFICULTY: ★★★★★★★★

The hard version of the Reclamation mission starts with pre-deployed forces on the Black Hole Army side and a Laser Cannon that fires directly into your camp. Scramble for the silos first.



12 NEOTANKS!?



DIFFICULTY: ★★★★★★★★

You have 15 days to capture the secret lab in the Neotanks!? mission. If you fail, you won't be able to deploy Neotanks on Blue Moon territory. The hard version offers more pre-deployed enemies.



14 T MINUS 15



DIFFICULTY: ★★★★★★★★

An additional Missile unit and two forward forces that protect the western pipeline seams double the difficulty of the T Minus 15 mission. Keep the force to the south busy as you move to the middle.

11 TOY BOX



DIFFICULTY: ★★★★★★★★

The layout of Lash's Toy Box mission is still jumbled in Hard Campaign mode, but it's slightly different from the original mission's scheme. The enemy's indirect-firing units and tanks add difficulty.



13 TWO-WEEK TEST



DIFFICULTY: ★★★★★★★★

Colin's endurance test against Lash starts with a bang in Hard Campaign mode. Lash's large pre-deployed force is positioned for city capture. You must establish defenses in a hurry.



15 NATURE WALK



DIFFICULTY: ★★★★★★★★

Neotanks figure prominently into the enemy's attack plans in the Hard version of the Nature Walk mission. Hide in the woods to stay out of the Black Cannons' radar.



16 FACTORY BLUES



DIFFICULTY: ★★★★★★★★

The standard and Hard Campaign mode Factory Blues maps are identical. The difference is in the Hard version's pre-deployed troops—an enemy Neotank and three Battle Copters.



17 SILO SCRAMBLE



DIFFICULTY: ★★★★★★★★

An extra island and two more bridges in the Hard version of Silo Scramble make it more difficult to keep the enemy out of your territory. Rush to both islands and launch Missiles when you're ready.

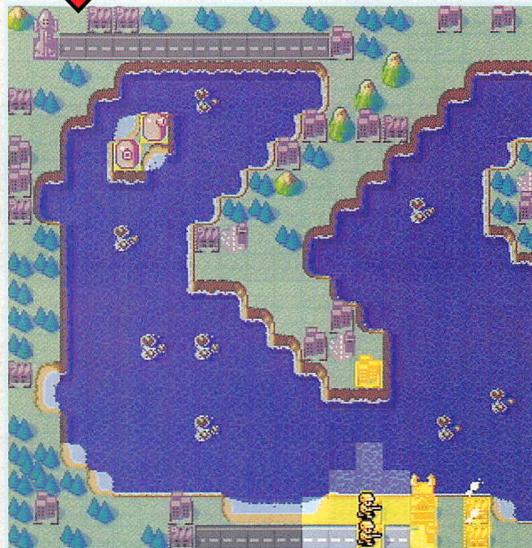


18 SENSEI'S RETURN



DIFFICULTY: ★★★★★★★★

In addition to having stronger pre-deployed troops, Adder has two new Minicannons, another city and one more airport on new islands in the hard version of Sensei's Return. Claim the middle, then spread.



HARD MODE

**HARD MODE**

19 SHOW STOPPER

DIFFICULTY: ★★★★★★★★

The hard version of the Show Stopper mission uses the same map as the standard version, but Adder's pre-deployed forces are much stronger on the second time around. Build Anti-air units early.



21 A MIRROR DARKLY

DIFFICULTY: ★★★★★★★★

The map for the Hard version of A Mirror Darkly is unchanged from the original version. However, the enemies hiding under the Fog of War are more powerful. Fire shots over the mountain ranges.



22 DUTY & HONOR

DIFFICULTY: ★★★★★★★★

The big difference between the tough and standard versions of Duty & Honor is that there are more Medium Tanks on both sides in Hard mode. Adder has Neotanks, too. Rush to the aid of your cities.



20 SEA OF HOPE

DIFFICULTY: ★★★★★★★★

Adder brings out the really big guns for the Hard version of Sea of Hope. He has fewer Rockets, but Neotanks and Bombers replace them. You've got 15 days to capture the lab in the north.



23 FOUL PLAY

DIFFICULTY: ★★★★★★★★

Substantially more-powerful enemy forces than those in the original mission take on only slightly improved allied units. Punch through the pipeline to save your HQ building.



24 THE HUNT'S END

DIFFICULTY: ★★★★★★★★

Adder gets a major head start in the Hard version of The Hunt's End. His pre-deployed forces are strong and numerous. Meet them in the southeast, then build Bombers and tanks and sweep from the west.



25 SEA FORTRESS

DIFFICULTY: ★★★★★★★★

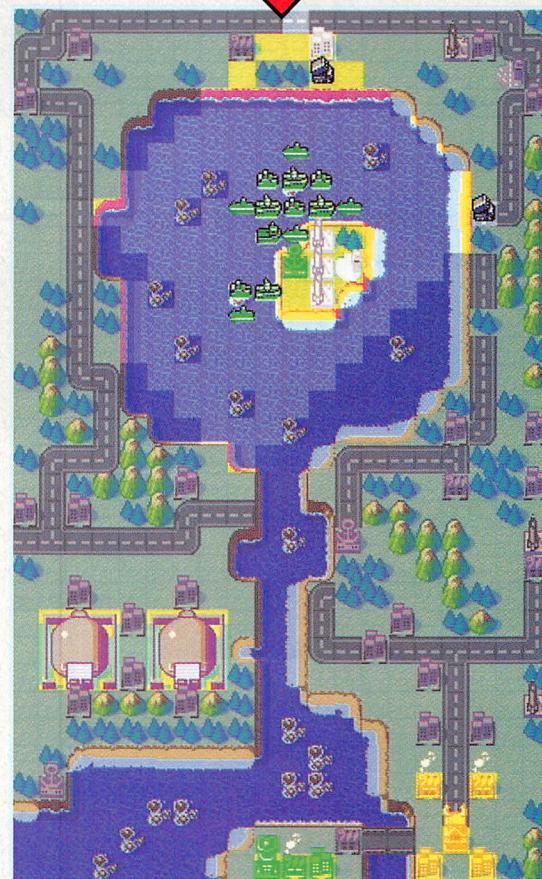
The Hard version of the Sea Fortress mission features a crescent-shaped island that wasn't part of the original mission. Hawke has many more units, too. Watch enemy ranges and move cautiously.



26 DRAKE'S DILEMMA

DIFFICULTY: ★★★★★★★★

You won't see how many more forces Hawke has in the Hard version of Drake's Dilemma until you burn away the Fog of War. Hide in the reefs and sail south to the Black Cannons.



HARD MODE



HARD MODE

27 SINKING FEELING



DIFFICULTY: ★★★★★★★★

Two Submarines, two Rockets and an Artillery unit give the enemy harbor immediate protection. Capture the neutral seaport and churn out the Battleships.



28 DANGER X9



DIFFICULTY: ★★★★★★★★

The Hard version of the short Danger X9 mission is nearly identical to the standard version. Build Anti-air units, pummel the pipeline with Battleships and transport troops to the north.



29 NAVY VS. AIR



DIFFICULTY: ★★★★★★★★

The Hard version of the Navy vs. Air mission features pre-deployed forces that are nearly identical to those of the standard version, but the shape of the land is completely different, strengthening the role of ground forces.



30 TO THE RESCUE



DIFFICULTY: ★★★★★★★★

Adder will try to finish you off early in the Hard version of To the Rescue. He has superior pre-deployed units that are positioned close to both allied groups. The first few days are crucial. Spend those days watching enemy ranges and defending your territory.



31 RAIN OF FIRE

DIFFICULTY: ★★★★★★★★

Lava spurts from the volcano at the center of the Rain of Fire mission and hits certain spaces. The enemy advantage in the hard version comes from its massive number of pre-deployed forces. Set up defenses immediately and attack from the northwest.



32 GREAT SEA BATTLE



DIFFICULTY: ★★★★★★★★

The map for Hard mode's Great Sea Battle is identical to that for the standard version's. The difference is in the pre-deployed forces—enemies are everywhere. Build defenses and spread out cautiously.



33 HOT PURSUIT



DIFFICULTY: ★★★★★★★★

A new pipeline configuration makes the hard version of Hot Pursuit much different from the standard version. Use Max to hold off the initial attack on the Orange Star forces and come to his aid with your armies in the west and east.



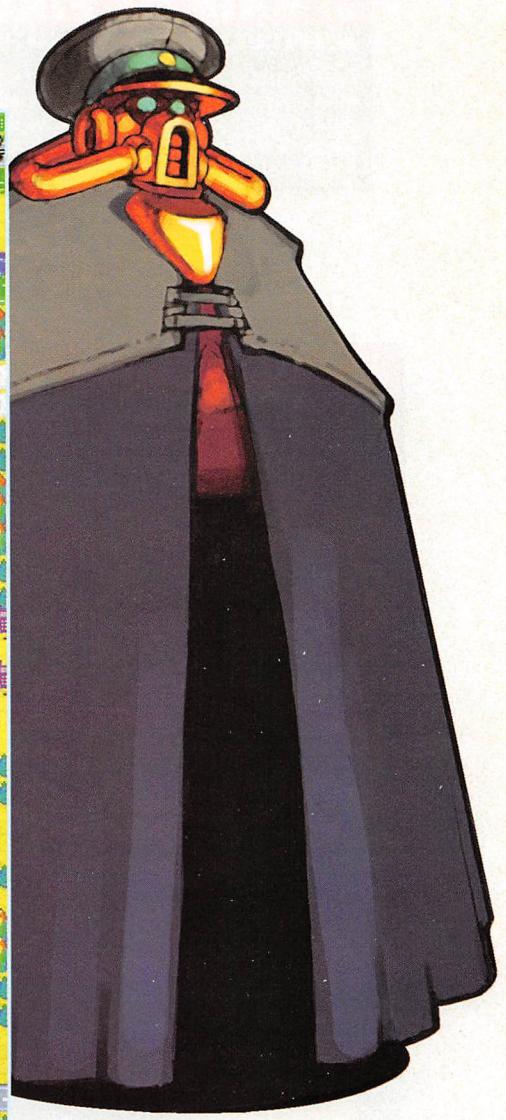
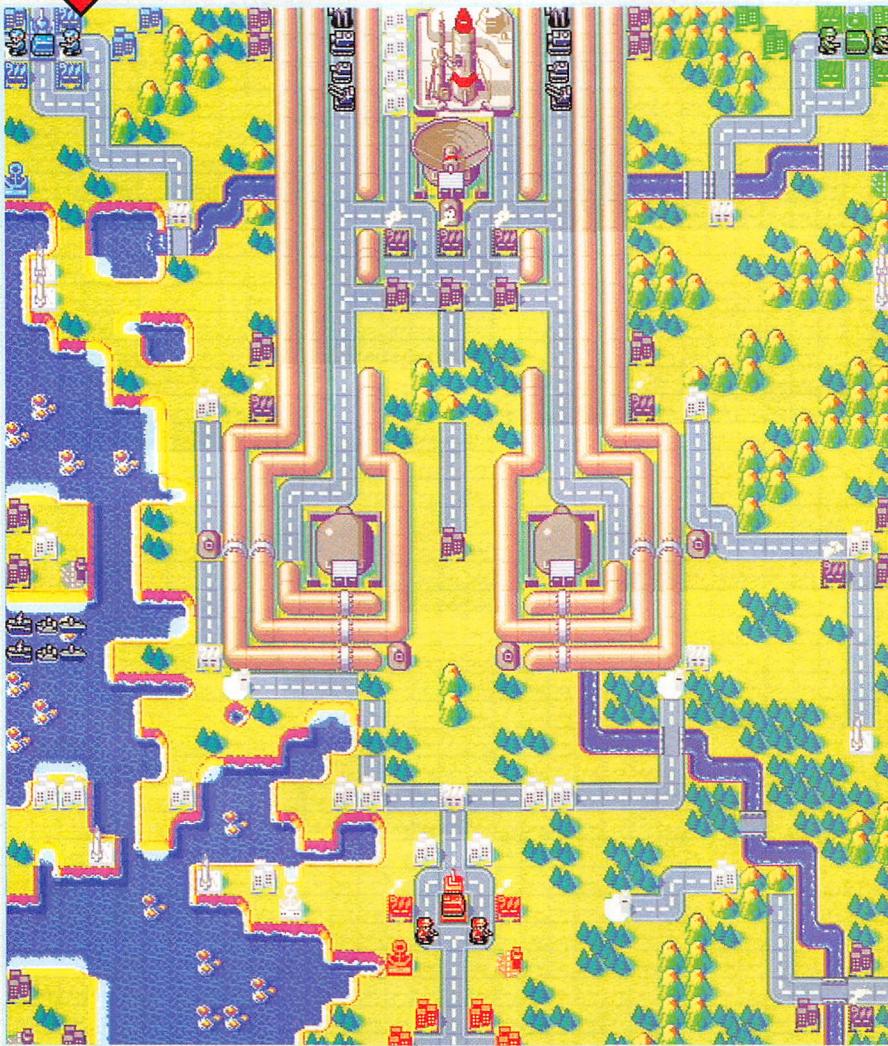
HARD MODE



34 FINAL FRONT

DIFFICULTY: ★★★★★★★★

It's a long route to Sturm's Deathray in the 10-star Hard Campaign mode finale, and the 30-day time limit remains. Hold your ground in the south, then build up and attack from the west and east.



HARD MODE

HARD-MODE REWARDS

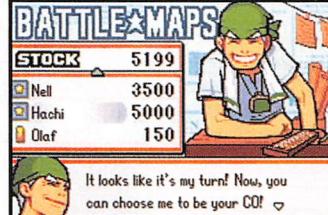


Rewards come to those who wait. Not only is Hard Campaign mode more challenging than the original campaign, but it offers more prizes at the end. A new story wrap-up follows the final mission, and Hachi becomes a selectable CO. Hard-mode victory will also give you the funds you need to purchase the Sound Room.

CAMPAIGN-COMPLETION BONUSES



Veteran CO Hachi offers his two cents at the end of the last Hard Campaign mission.



For 5,000 credits, you can hire Hachi to war on your side in Versus mode after you complete both campaigns.



After you complete Hard Campaign mode, the gallery will be available in the Sound Room.



STRATEGY RULES IN THE WAR ROOM

By scraping together your campaign winnings, you can purchase a large selection of single-mission challenges—including 10 War Room missions that are new to Advance Wars 2: Black Hole Rising. These maps aren't for the faint of heart! The going gets tough in a hurry, so study the maps, review the strategies and be patient—many of the battles take a long time to complete.

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PAY DIRT

WAR ROOM

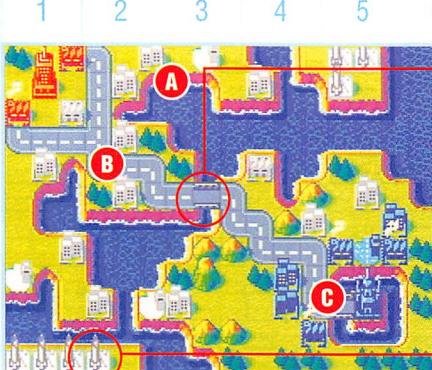


COLIN
GOLD RUSH/
POWER OF MONEY

INTEL

There are lots of neutral cities and airports on the Pay Dirt map, which makes Sami a natural choice for your CO. Colin will try to overwhelm you with numbers—the faster you end the battle, the better your chances of achieving an S Ranking.

N STARTING BASES: 1 CITIES: 14 **FACTORIES:** 7 **AIRPORTS:** 4 **SEAPORTS:** — **MISSILE SILOS:** 7

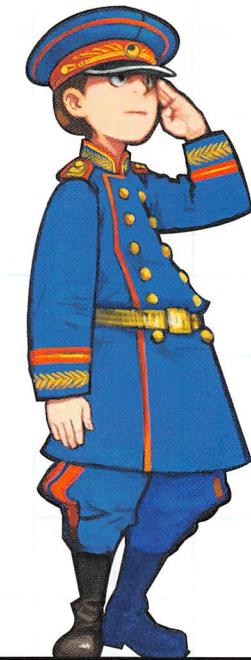
**A BRIDGE TOO FAR**

The only way to move land units into Colin's territory is via the bridge. Take and hold it at all costs.

LONG-DISTANCE DESTRUCTION

Use Transport Copters and Infantry to reach the missile silos, then use them against Colin's forces when they clump together.

- A** Send one Infantry unit south and one east to capture the airports. Spend two or three days building Infantry, then use them to capture the nearby cities.
- B** After you control most of the western cities, build Rockets and Artillery and hide them in the woods. If Colin tries a frontal assault across the bridge, he'll get a nasty surprise.
- C** Water surrounds the capitol, making it difficult to reach. It's easier to land Transport or Battle Copters on Colin's factories to stop his production and then eliminate the rest of his troops instead of trying to capture the capitol.



LONG ROAD

WAR ROOM

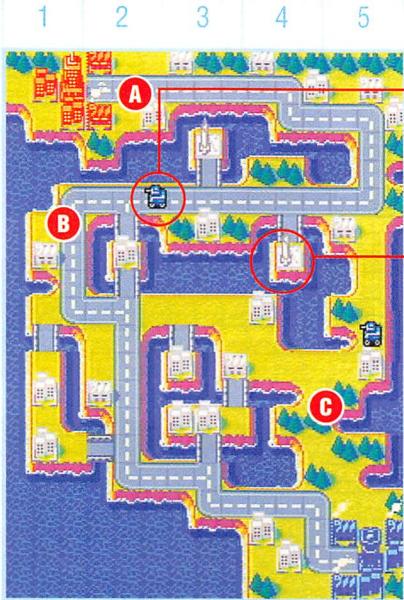


JESS
TURBO CHARGE/
OVERDRIVE

INTEL

Sami is a good CO for the initial stages of the mission, but she can get bogged down later. Try using Max—build a whole lot of Tanks and march toward Jess's capitol, taking cities as you go.

N STARTING BASES: 1 CITIES: 18 **FACTORIES:** 12 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 2

**RECON RUFFIANS**

Jess has a pair of Recons on the map at the beginning of the mission. She'll send them to your capitol to harass your units.

MISSILE SILO SHAKEDOWN

Use the Missile Silos to lay the hurt on Jess and her troops. Use them early, even if you can't take out a ton of troops—otherwise they could fall into enemy hands.

- A** Build a Recon or Tank in the early going so you're prepared for Jess's Recon attack. Spend the rest of your cash on Infantry.
- B** Try to take this factory in the first few days. If Jess takes it, your chances of survival drop dramatically.
- C** Launch a two-pronged attack by sending units both on the road and through the woods. Keep in mind that woods slow you down.



NEST EGG WAR ROOM

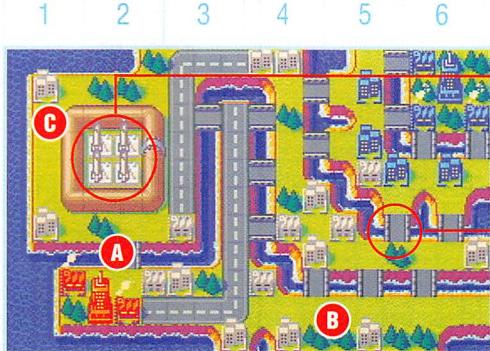


SENSEI
COPTER COMMAND/
AIRBORNE ASSAULT

INTEL

Sensei will try to lure you into a war of attrition, but don't be fooled. Block the bridges with a strong defensive unit, then hold off his men by using indirect-combat units until you can access the Missile Silos.

N STARTING BASES: 1 **CITIES:** 15 **FACTORIES:** 8 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 4



SEALED AWAY

Break open the seal on the pipeline, then rush in and use the Missile Silos to turn the tide of battle.

BRIDGE THE GAP

The numerous bridges force Sensei to move his units single file. Use Rockets and Artillery to cut them to ribbons before they reach the south.

- A** Build a couple of Recon units to harass Sensei's Infantry, take the factory next to your capitol and send your own Infantry as far east as you're comfortable—then take cities as you move back west.
- B** The cities to the south are easy sources of money, and Sensei will barely give them a second thought once they're under your control. When you have them, use Tanks and APCs to block the bridges.
- C** After a few days, build a Md. Tank and smash open the pipe. When you have enough forces to launch a major assault, fire the Missile Silos and make a run for Sensei's capitol.



THE TRIDENT WAR ROOM

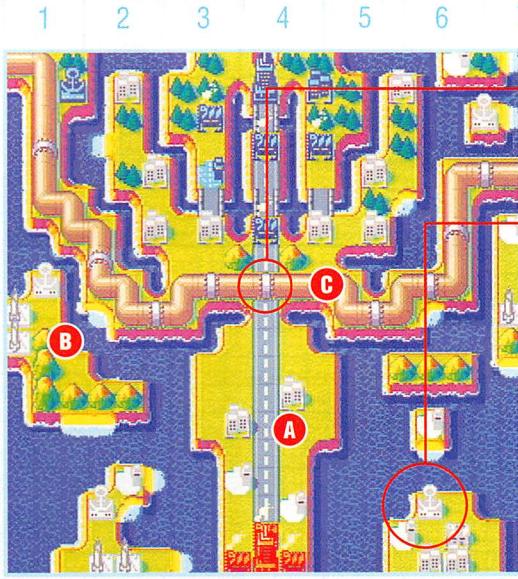


NELL
LUCKY STAR/
LADY LUCK

INTEL

Nell is very tough competition, and the map's layout won't do you any favors. Take her on with either Andy or Hawke (if you've unlocked him), then build up a big force before you break open the pipe.

N STARTING BASES: 1 **CITIES:** 13 **FACTORIES:** 7 **AIRPORTS:** 8 **SEAPORTS:** 5 **MISSILE SILOS:** 5



PIPE DREAMS

Nell won't break open the pipe, so it's up to you to start the action. Don't feel like you have to break it in the middle—any seam will do.

CATCHING UP

Neutral cities surround Nell's HQ. Use troops and Landers to capture the cities and the neighboring islands.

- A** Capture the properties farthest from your base, then start working backward and taking cities as you go.
- B** Wait until Nell has troops near the pipeline, then use the Missile Silos to attack her units.
- C** Don't open a pipeline path until you have troops waiting to pour through. Send the speediest units first.



WAR ROOM



BANKER HILLS WAR ROOM

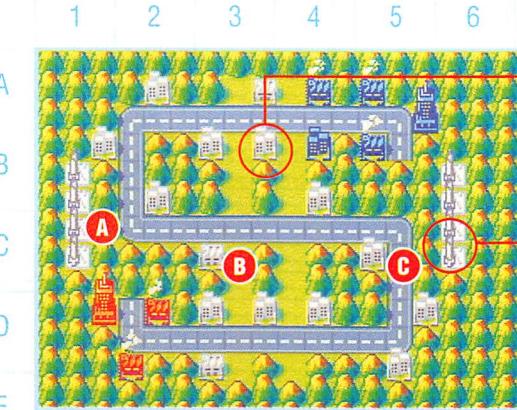


HACHI
BARTER/
MERCHANT UNION

INTEL

Banker Hills is a map that's chock full of mountains, which makes it a perfect place to unleash Lash. If you haven't unlocked Lash yet, try attacking with Sami. No matter what you choose, carve out some time—Banker Hills is a long, tough battle.

N STARTING BASES: 1 **CITIES:** 13 **FACTORIES:** 8 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 8



MANY MILITARY MEN

Hachi's many contacts in the merchant field let him produce units on the cheap, and his CO Power gives him an even bigger advantage. Be ready for a long fight.

MISSILES AWAY!

Hachi will use the Missile Silos before you can reach them. Spread out your units so he can't target a bunch of them at once, then combine the surviving units after the initial attack.



- A** Send one Infantry unit north to fire Missiles at Hachi's troops (focus on Infantry units that are capturing cities) then send more Infantry east to take over neutral factories and cities.
- B** The mountain passes are good places to hide troops. Try deploying a Tank or Md. Tank backed up by Rockets. Also stash Mechs in the mountains to attack approaching troops—it's an especially good strategy for Lash.
- C** Banker Hills is a slow battle of attrition. The mountains make it impossible to run for the capitol with heavy artillery, so you'll have to work down the road and capture Hachi's cities as you go. You may be able to sneak a couple of Mechs up the east side of the map and surprise the capitol, but Hachi will usually catch on before you can complete the capture.

MISSILE PLAINS WAR ROOM

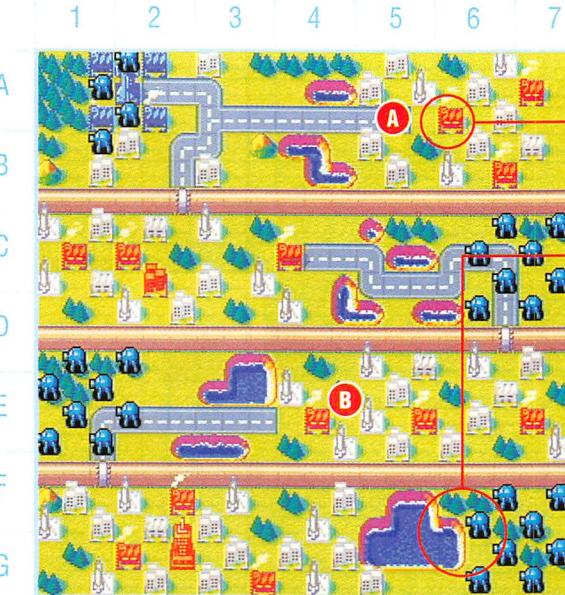


STURM
METEOR STRIKE

INTEL

Hawke is the perfect CO for the Missile Plains—he can heal his own units while damaging Sturm's, plus he gets a movement bonus. If he's not available, use Sami, whose troops can reach the Missile Silos quickly.

N STARTING BASES: 1 **CITIES:** 30 **FACTORIES:** 22 **AIRPORTS:** 0 **SEAPORTS:** — **MISSILE SILOS:** 21



BE PREPARED

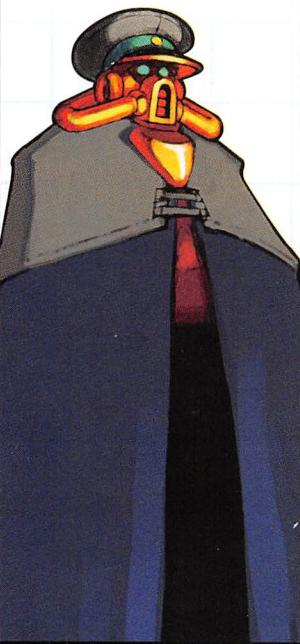
Sturm's Neotanks will break through the pipeline and attack on multiple fronts, so have troops ready to defend the seams.

STURM'S NEOTANKS

Sturm doesn't have a lot of room to maneuver, and his Neotanks will be forced to clump together. Take advantage of the chance to blast him with Missiles.

- A** Build only Infantry units on the first day, then have all of them fire Missiles. If you damage groups of Neotanks, they'll combine and decrease in number.

- B** Sturm has a lot of firepower, but not much in the way of supplies. Once you survive his initial Neotank assault, capture all the cities in the lower portion of the map and beat him with superior numbers and funds.



LOST BASIN

WAR ROOM



SAMI
DOUBLE TIME/
VICTORY MARCH

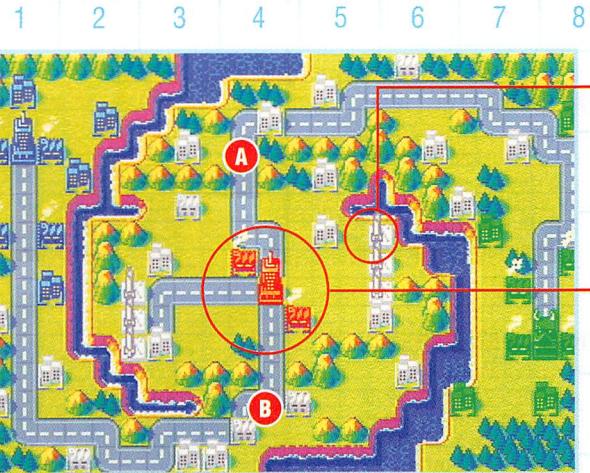


SONJA
ENHANCED VISION/
COUNTER BREAK

INTEL

Max and Andy are good COs to use in Lost Basin. The secret is to focus on defeating one of the enemy COs before turning your attention to the second.

N STARTING BASES: **■** CITIES: 25 **■** FACTORIES: 15 **☒** AIRPORTS: — **☒** SEAPORTS: — **☒** MISSILE SILOS: 6

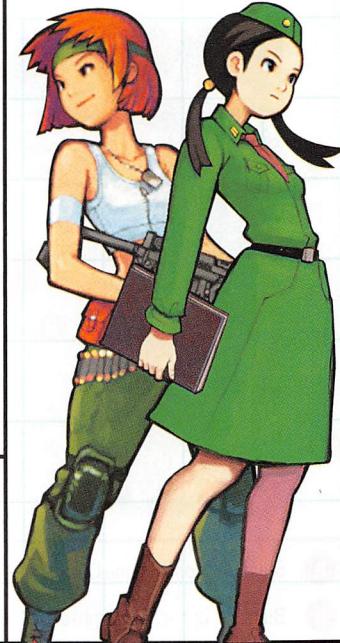


SILO STOPPERS

Launch the Missiles early to weaken the COs and slow down their capture rate. Focus all the Missiles on only one CO.

MIDDLE OF THE ROAD

You have to defend yourself on two fronts, which is tricky. To make matters worse, you can't see the health meter of Sonja's troops.



A Place a tough defensive unit in either the mountain pass or the city north of the pass, then back it up with Rockets and Artillery.

B Press the attack on one front and defend on the second. It's much easier to defend the south, because you can use the factory in the middle of the road to build defensive replacements.

RISKY VALE

WAR ROOM



MAX
MAX FORCE/
MAX BLAST



KANBEI
MORALE BOOST/
SAMURAI SPIRIT

INTEL

Max and Kanbei are a deadly team—your best bet is to use Hawke, Andy or Flak. Try to bust through one side of the enemy lines and use APCs and Infantry to take their cities.

N STARTING BASES: **■** CITIES: 19 **■** FACTORIES: 13 **☒** AIRPORTS: — **☒** SEAPORTS: — **☒** MISSILE SILOS: —



THE SINGLE CAPITOL

Your capitol is exposed and vulnerable, especially in the early rounds. Max and Kanbei will rush it with everything they've got—focusing on Tanks, Recon units and Infantry. Take as much territory as you can in the first few rounds, then pull back and eliminate enemy troops.



A Use the mountains for cover and the woods for their defensive bonus. Try to block off the passages between the mountains with Tanks (or Mechs if you're short on funds).

B You'll have to take out enemy factories, or the enemy will eventually overwhelm you with sheer numbers. Wait until you see an opening, then slip an Infantry unit onto a factory and capture it.

C Park a tough unit like a Md. Tank or a Neotank on your capitol. If the enemy breaks through your defenses, the unit will provide a last bit of protection and buy you a valuable day or two.

WAR
ROOM



THE RING WAR ROOM



DRAKE
TSUNAMI/
TYPHOON



JESS
TURBO CHARGE/
OVERDRIVE

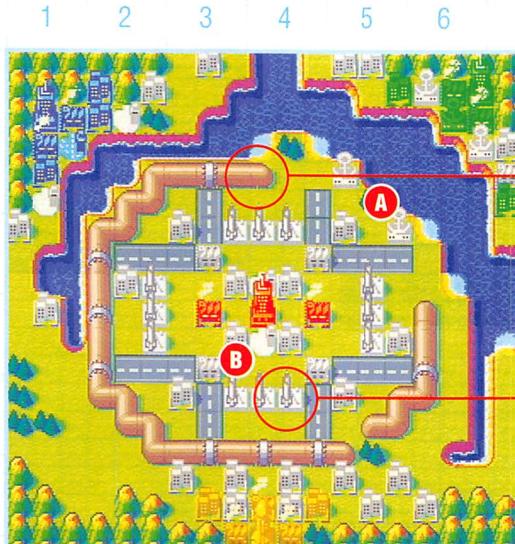


EAGLE
LIGHTNING DRIVE/
LIGHTNING STRIKE

INTEL

One ring to rule them all! The Ring is one of the toughest missions in the game. Try Hawke or Andy.

N STARTING BASES: 11 **CITIES:** 33 **FACTORIES:** 14 **AIRPORTS:** 5 **SEAPORTS:** 5 **MISSILE SILOS:** 12



EXTRA PROTECTION

The pipeline will hold off your enemies for a while—long enough for you to amass a large army. Use the seaports to build Battleships and attack your enemy from afar.

MISSILE MADNESS

Wait to fire Missiles until enemy forces approach your position. Again, you'll want to focus on one enemy first, then work on the others.

A Build Battleships and Cruisers at the seaports, then use the Cruisers to help with Eagle's air force.

B Build T. Copters and Fighters at the airport, then make Missiles and Anti-air units to defend them.



STRONG LANDS WAR ROOM



ADDER
SIDESLIP/
SIDEWINDER



LASH
TERRAIN TACTICS/
PRIME TACTICS



FLAK
BRUTE FORCE/
BARBARIC BLOW

INTEL

Another three-on-one battle with a pipeline in the way. Max and Sami are both decent picks.

N STARTING BASES: 11 **CITIES:** 33 **FACTORIES:** 14 **AIRPORTS:** 5 **SEAPORTS:** 5 **MISSILE SILOS:** 11



A BREAK IN THE ACTION

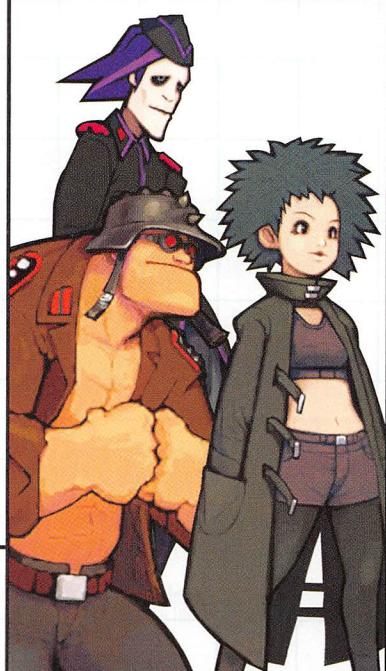
Try to break the pipeline at this point—it's the easiest to defend and gives you a clear shot at Lash's capitol.

FIELD OF DREAMS

Do everything possible to reach the field of Missile Silos before your foes. It will provide a huge advantage in the later rounds.

A Move east and take out Flak's capitol first thing, sending a few units south toward the Missile Silos.

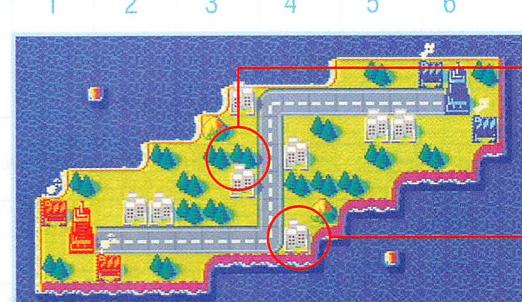
B Take out Lash as soon as you've destroyed Flak. Use the Missile Silos first to soften up her defenses.



LITTLE ISLAND VS. MAPS

INTEL Little Island is just that—little—so you won't have time or space to be clever. Artillery, Rockets and Tanks are your best weapons, but make sure that you capture neutral cities during the first few days.

N STARTING BASES: 1 **CITIES:** 8 **FACTORIES:** 4 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



INTO THE WOODS

The woods are important (especially if you play with Fog of War turned on) so stash Artillery and Rockets in them. Use Recon units to see if your foe is trying the same trick.

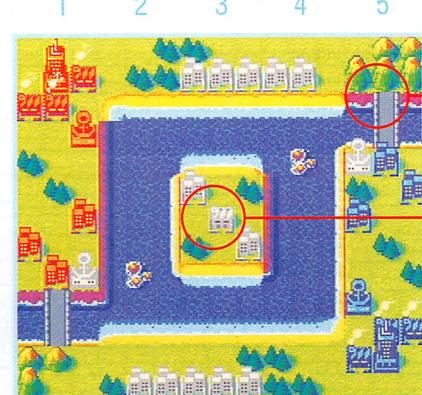
THE THIN RED LINE

Spread your forces thin in the first few days so you can take distant properties, then backtrack and capture anything you missed.

SUN CANAL VS. MAPS

INTEL Sun Canal forces you to use Landers for most of the battle, which makes for a very long fight. If you play with Fog of War, try to sneak a few Infantry units over the mountains and capture factories while enemy forces aren't looking.

N STARTING BASES: 1 **CITIES:** 18 **FACTORIES:** 7 **AIRPORTS:** — **SEAPORTS:** 4 **MISSILE SILOS:** —



THE LANDER COMMANDER

Mountains block one end of both the bridges, so only Infantry and Mechs can use them. You'll have to use Landers to move the heavy forces in.

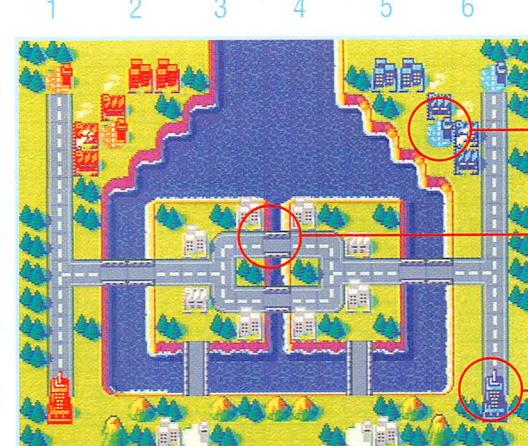
SAVING PRIVATE ISLAND

The secluded middle island contains a factory. It's a good place to stage a Lander attack, but if you get bogged down in the battle for it, your opponent might sneak troops toward your capitol while you're not looking.

BEAKER RIVER VS. MAPS

INTEL Adjust your Beaker River strategy to your opponent, matching offense with defense and vice versa. A good strategy is building a large force as a distraction, then using a single T. Copter and an Infantry unit to conquer the capitol.

N STARTING BASES: 1 **CITIES:** 12 **FACTORIES:** 8 **AIRPORTS:** 6 **SEAPORTS:** — **MISSILE SILOS:** —



TORA! TORA! TORA!

Your foe may spend all his or her money on air units, so build a few Anti-air guns so you'll be ready for an assault. Also build a Fighter or two, especially if your foe likes to go on the offensive.

HOLD THE BRIDGE

He who controls the bridge controls the war! Stash Tanks on both the top and the bottom bridge to prevent a massive ground assault.

OUT OF SIGHT, OUT OF MIND

The capitols are far removed from factories, so they are easy pickings for a T. Copter. Leave a few units near your capitol for defensive purposes.



STAR ISLANDS VS. MAPS

INTEL Sea and air forces figure strongly into the battle for Star Islands. It'll take both sides a while to build their forces. You can cut the mission short by going straight for your competitor's HQ building.

N STARTING BASES: CITIES: 14 FACTORIES: 10 AIRPORTS: 8 SEAPORTS: 8 MISSILE SILOS: -



SEA-TO-AIR DEFENSES

Your enemy may attempt an early air attack—a Transport Copter landing near your HQ. Produce a Cruiser to ready yourself for an airborne assault.

SECLUDED HQ

Both HQ buildings are on small islands, and they have space for only six units. Surround your HQ with air or water units for additional defense.

MOVE TO THE MIDDLE

The islands closest to the HQ buildings provide seaports and airports. Claim one or both of the islands to gain a tactical advantage.

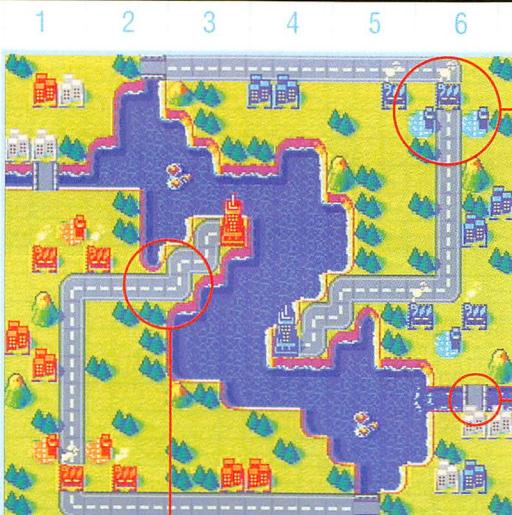
REEF DEFENSE

If you're playing with the Fog of War on, you can hide in the reef. If not, you'll still gain a defensive advantage by waiting in the rocks.

EON SPRINGS VS. MAPS

INTEL The HQ buildings of Eon Springs are on the tips of peninsulas, vulnerable to quick strikes by air. Come to the aid of your HQ building as you mount an attack on the opposing HQ.

N STARTING BASES: CITIES: 16 FACTORIES: 8 AIRPORTS: 6 SEAPORTS: - MISSILE SILOS: -



HURRY TO YOUR HQ

Your enemy could begin by blocking the path to your HQ with a Transport Copter and setting an Infantry unit on the structure. Get a unit to your building as quickly as possible.

QUICK PRODUCTION

Each side begins with airports, factories and cities. You can build units on Day 1 and attack enemy units or capture enemy properties by Day 2 or Day 3.

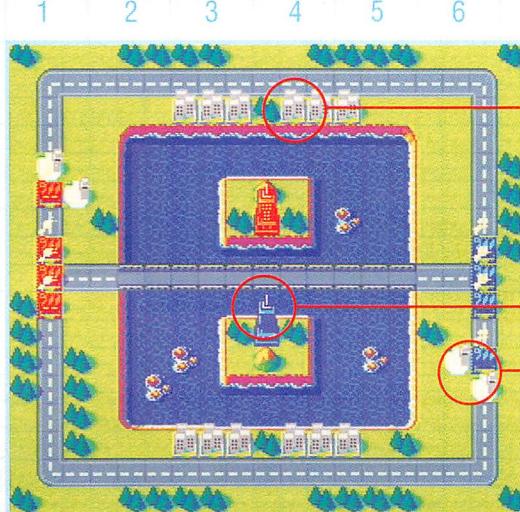
GROUND FORCE CUTOFF

Bridges are always important strategic points. Place ground units on or near bridges to keep enemy ground forces from storming through your territory.

PORTAL BRIDGE VS. MAPS

INTEL The Portal Bridge map's HQ buildings are on isolated islands that can be reached only by air. Early acquisition of an airport will help you come out of the battle with a victory.

N STARTING BASES: CITIES: 12 FACTORIES: 8 AIRPORTS: 4 SEAPORTS: - MISSILE SILOS: -



CAPTURE AND COLLECT

Air units don't come cheaply. If it looks like you're in for a long battle, capture the neutral cities to add to your war coffers.

HOP OVER TO YOUR HQ

Both HQ buildings are separated from their support facilities. The earlier that you can build Transport Copters and get Infantry and Mech units to your HQ, the better.

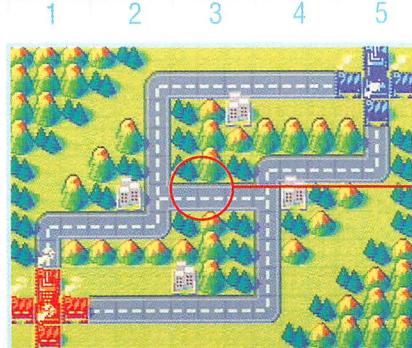
AIRPORT EXPRESS

If you decide to take the battle to the air from the start, you can have control over an airport by the end of Day 3 and a loaded Transport Copter in the air by the end of Day 5.

SABRE RANGE VS. MAPS

INTEL Sabre Range is the first Vs. map that doesn't involve the use of air or sea units. Build strong ground defenses and prepare for a tough-it-out battle.

N STARTING BASES: CITIES: 4 FACTORIES: 8 AIRPORTS: - SEAPORTS: - MISSILE SILOS: -



MOUNTAINS IN THE MIDDLE

The small Sabre Range map favors quick forces that can scramble over or around mountains. The battle will be a pure ground war that will likely involve large masses of troops. Choose a CO who encourages quick troop movement or strong direct conflict.

ASPHALT MAZE VS. MAPS

INTEL Whereas the Sabre Range map favors the use of troops, the Asphalt Maze map is built for vehicular battle. The map's many roads give you the freedom to move quickly. Hide in the trees if Fog of War is on.

N STARTING BASES: CITIES: 4 FACTORIES: 8 AIRPORTS: - SEAPORTS: - MISSILE SILOS: 1



URBAN ATTACK

The battle could come down to a race for the cities. If you capture the cities early and hold onto them, you'll have an economic advantage over the other side. Your growing wealth will allow you to build the better force.



COG ISLE VS. MAPS

INTEL Two HQs on opposite sides of a mountain cluster face off on Cog Isle. The army that puts together a fast force that can stun the other side with firepower will win.

N STARTING BASES: 1 **CITIES:** — **FACTORIES:** 4 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



A BATTLE OF WITS

Cog Isle puts your CO's abilities and special powers to the test. It's a good area for examining the pros and cons of every commander. Do you choose Sami for her control over troops, Max for his head-to-head power or Olaf because he can slow down the other side? You decide.

ZERO WOOD VS. MAPS

INTEL The Zero Wood is a great Fog of War map. Large armies can move quickly and silently under the cover of the trees. The element of surprise is a big factor.

N STARTING BASES: 1 **CITIES:** 2 **FACTORIES:** 5 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



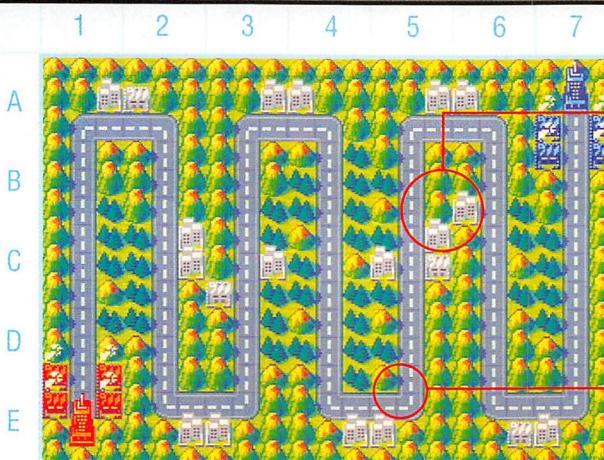
FIGHT FOR THE FACTORY

The army that controls the factory in the center of the map has a distinct advantage over the opposition. By taking over the factory and at least one of the neutral cities, you will be able to produce powerful units that can get a jump on the opposing forces.

SWITCHBACK VS. MAPS

INTEL The Switchback map is not large, but you'll cover a lot of territory if you stick to the road. Troops have a ground-covering advantage, but the army that wins the battle will have command over stronger units, too.

N STARTING BASES: 1 **CITIES:** 16 **FACTORIES:** 12 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



CAPTURE AND COMMAND

The mission will begin with a scramble for cities and factories. The army that controls the most properties will have the economic advantage—an important factor in a long war.

ZIGZAG ROUTE

Vehicles can cut through forests, but they can't go over mountains. If you choose to attack enemy HQ with tanks, you'll have a long and dangerous path ahead of you.

RUBY KEYS VS. MAPS

INTEL You can fight the battle for Ruby Keys in many ways—by air, water, ground or any combination of forces. Select a CO whose abilities fit with your attack strategy.

N STARTING BASES: CITIES: 19 FACTORIES: 8 AIRPORTS: 4 SEAPORTS: 4 MISSILE SILOS: —



QUICK CAPTURE

There are numerous neutral territories in the middle of the map. You can't go wrong by capturing the properties that are up for grabs as quickly as possible. They'll give you both a strategic and a monetary advantage.

PRECIOUS PROPERTY

Of all of the neutral properties on the Ruby Keys map, the central airport is the most important. By controlling the property, you will be able to create units that can beat back enemy forces before they cross to your side.

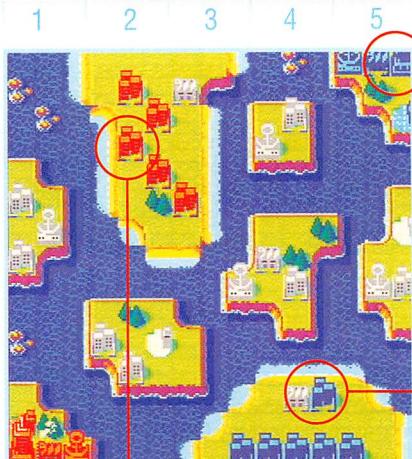
BEACH APPROACH

If you're mounting a naval attack, you'll want to target the beach closest to enemy HQ for a landing. Storm the beach with troops and capture the building.

RAINY HAVEN VS. MAPS

INTEL The Rainy Haven map is built for a long and brutal battle. The HQ buildings are difficult to reach and unit-producing facilities surround them. Build defenses, protect your properties and win the war of attrition.

N STARTING BASES: CITIES: 18 FACTORIES: 5 AIRPORTS: 4 SEAPORTS: 6 MISSILE SILOS: —



PLAN YOUR APPROACH

The enemies are capable of defending their HQ with ground, sea and air forces. Unless you have a studied approach, you will face a sound defeat.

WAGE ECONOMIC WAR

By producing Transport Copters and troops, you can orchestrate a quick takeover of the enemy-controlled cities. Your actions will cut off the other side's money supply.

PROTECT YOUR INTERESTS

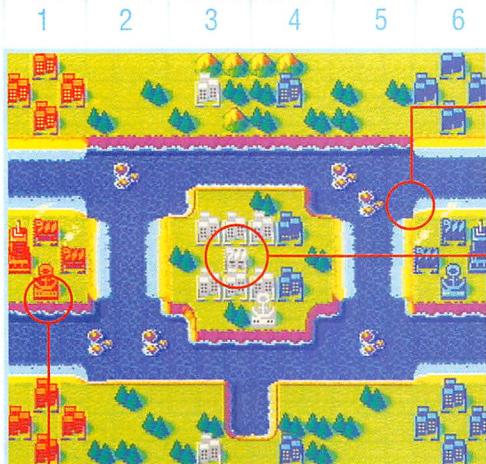
Your enemies may attempt to hit you in the wallet. Send forces to the north in a hurry to keep the opposition from taking control of your cities.



RAIL STRAIT VS. MAPS

INTEL Wealthy armies with many facilities face off in the Rail Strait. The army that takes command over the island in the strait's center will have the early advantage.

N STARTING BASES: CITIES: 28 FACTORIES: 5 AIRPORTS: — SEAPORTS: 3 MISSILE SILOS: —



REACH THE BEACH

Since there are no airports in the strait, you'll have to approach enemy HQ with naval units. Land on the beach and mix it up with the HQ's defenses.

CONTROL THE MIDDLE

The eight cities, the factory and the seaport on the central island will give you a great economic foundation and production center for your attack on the enemy HQ.

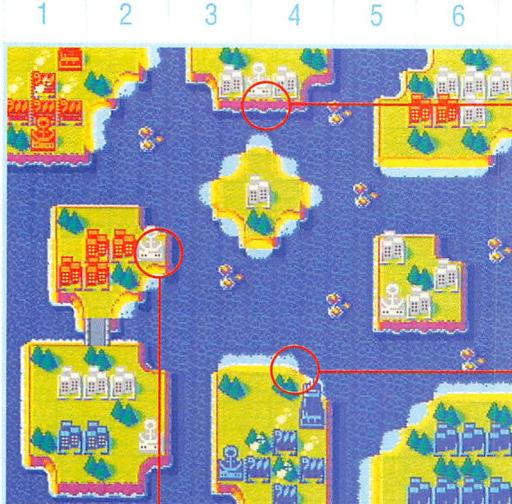
SET SAIL

Create a Lander in the first few days and load it with Infantry units for a quick run to the central island.

TRIBE ISLANDS VS. MAPS

INTEL The fight for Tribe Islands is an old-fashioned naval battle. Each side starts with one seaport and there are four neutral seaports to claim. Select a CO who has good command over water units.

N STARTING BASES: CITIES: 28 FACTORIES: 8 AIRPORTS: — SEAPORTS: 6 MISSILE SILOS: —



IMPORTANT PORT

To keep up with the enemy, you must take control over at least two neutral seaports. The north-central seaport should be within your grasp a few days after the mission begins.

BEACHFRONT ASSAULT

The battle for enemy HQ may go on for some time. Land on the beach with a large ground force and be ready to back it up with another delivery of ground units.

SEA SETTLEMENT

The western seaport neighbors four of the orange army's initial properties. You must assume command over the port early to protect your interests.

VISION BRIDGE VS. MAPS

INTEL Ground forces play as big of a role as naval forces do on the Vision Bridge map. If you want a quick conclusion, build ground units and march them to the other side of the map in two columns.

N STARTING BASES: CITIES: 19 FACTORIES: 13 AIRPORTS: — SEAPORTS: 8 MISSILE SILOS: —



SECURE SEAPORTS

Naval units cannot go under bridges. If you're planning a large water attack, you should control seaports on both sides of the span.

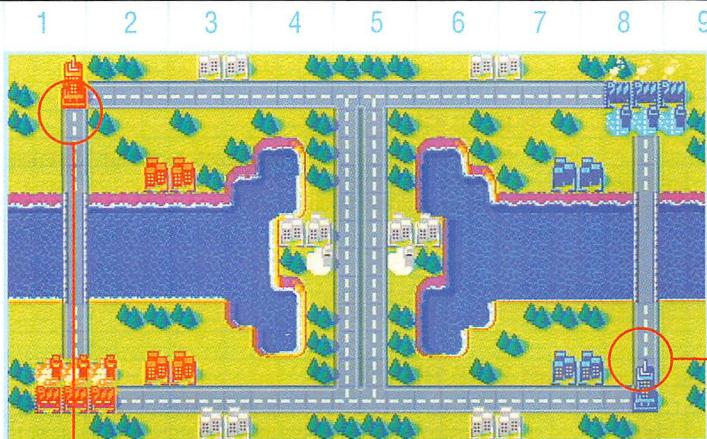
CENTRAL ADVANTAGE

Two factories, two seaports and three cities are up for grabs on the central island. Send ground forces there before you spread to the southwest corner.

PISTOL DAM VS. MAPS

INTEL The long distance between the HQ buildings and the production facilities make both capitols vulnerable in the first few days. You may be able to sneak in for a quick takeover.

N STARTING BASES: CITIES: 20 FACTORIES: 6 AIRPORTS: 8 SEAPORTS: — MISSILE SILOS: —



CORNER HEADQUARTERS

As soon as the mission begins, build fast units and move them to your HQ building to provide protection from a swift attack.

HURRY EAST

As you rush to protect your own HQ, fly to the far side of the map with an Infantry unit on a Transport Copter and attempt a fast capture of the enemy HQ. If the enemies aren't quick to react, you could win the mission lickety-split. If they do react quickly, you'll at least have taken some of the heat off your HQ building.



HAT HARBOR VS. MAPS

INTEL Although the bulk of the airports and factories are on Hat Harbor's northern landmass, the HQ buildings are in the south. Establish HQ defenses at the same time that you rush for control over the northern properties.

N STARTING BASES: CITIES: 16 FACTORIES: 9 AIRPORTS: 10 SEAPORTS: - MISSILE SILOS: -



DISPUTED PROPERTIES

If the battle is long, ownership of the northern properties will be incredibly important. The army that owns the properties will have the money and facilities needed to amass a dominating force.

DISTANT HEADQUARTERS

Hat Harbor is one of several maps that feature HQ buildings separated by other allied facilities. If the opposing army doesn't make an effort to protect its HQ, sweep in and go for a quick capture.

SWAN COVE VS. MAPS

INTEL The blue army begins with an economic advantage because it controls nine cities and the orange army controls none. If you lead the orange army, you must work hard to tip the economic scales in your favor.

N STARTING BASES: CITIES: 23 FACTORIES: 11 AIRPORTS: - SEAPORTS: 6 MISSILE SILOS: -



HOLD THE BRIDGE

Move east with an APC and an Infantry unit early in the mission to occupy the factory north of the bridge. Build units there to keep enemy units out of the northern territories.

TAKE THE ISLAND

As you scramble to take over the northern cities and claim economic equality with the opposing army, send a Lander to the central island and try to gain control of more properties.

LAND AND PUSH WEST

While the battle for the bridge rages, the orange army may be able to sneak some Landers onto the beach and initiate an attack on the blue HQ building. At the very least, they'll draw enemies away from the bridge and give orange forces a better chance to take control over the span.

GO ISLANDS VS. MAPS

INTEL The open Go Islands map could be the setting for a major sea battle. Both armies should race to the middle and clash for control over the important central territories.

N STARTING BASES: CITIES: 22 FACTORIES: 7 AIRPORTS: — SEAPORTS: 6 MISSILE SILOS: —



CRUCIAL CAPTURE

As soon as you can produce a Lander, send an Infantry unit to the north-central island and take control over the seaport. The facility will figure strongly in the battle for the central island.

THE KEY TO VICTORY

The army that assumes full control over the central island while maintaining control over its own interests will win the war. The island's factory and two seaports provide a major production advantage.

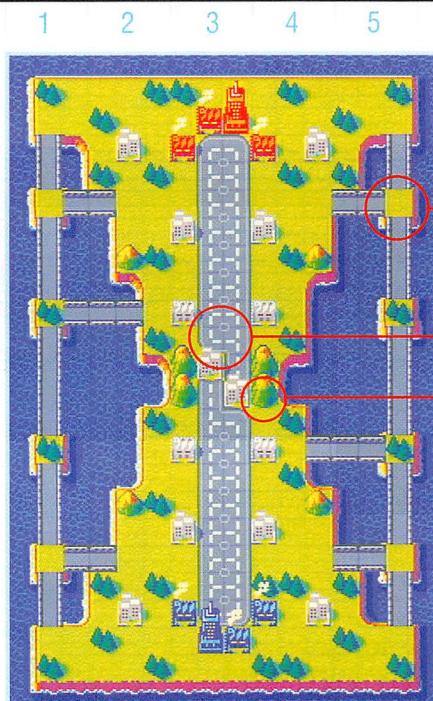
PROTECT AND SERVE

While you're fighting for the central island, send a Lander to the southwest island and take control over the neutral factory. Produce units there to protect your cities and support your eventual push to the east.

HOURGLASS ISLE VS. MAPS

INTEL Most battles on the Hourglass Isle map show two armies creating toeholds in the central section. Establish a defensive position in the middle, then work around to the east and west flanks.

N STARTING BASES: CITIES: 10 FACTORIES: 10 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



ISLAND HIGHWAY

While the war rages in the center of the hourglass, the side bridges will provide quick units—a good way to surprise opposing forces, especially if Fog of War is on.

MUDDE IN THE MIDDLE

The middle of the map will be the site of a large battle. If you can cross the mountains and take over a factory on the other side, you'll gain the advantage.

CLIMB AND CONQUER

Move Mech units onto the mountains early in the struggle. The high vantage point will give you the upper hand.

VS. MAPS

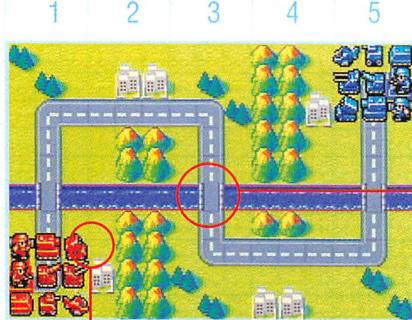


■ BRACE RANGE PRE-DEPLOYED

INTEL

Two small armies have it out in a naturally protected environment. The battle momentum can shift with a single mistake on either side. Formulate a plan, but be ready to change it if enemy forces behave unpredictably.

■ STARTING BASES: ■ CITIES: 6 ■ FACTORIES: — ✈ AIRPORTS: — ⚓ SEAPORTS: — MISSILE SILOS: —



BATTLE FOR THE BRIDGE

The central bridge will be an early point of contention. If you can destroy one or two of the opposition's strongest units there, you may be able to make them retreat.

PROTECT INDIRECT-FIRING UNITS

Your Rocket and Artillery units are the most important pieces of your victory puzzle. Lead with your tanks and let your indirect-firing units follow.

■ RIVER RANGE PRE-DEPLOYED

INTEL

Although the River Range map is small, the mission will be days old before the two armies clash given the area's natural barriers. Spend your down time positioning your units for a strong territorial defense.

■ STARTING BASES: ■ CITIES: 10 ■ FACTORIES: — ✈ AIRPORTS: — ⚓ SEAPORTS: — MISSILE SILOS: 1



RACE TO THE ROCKET

A single Missile Silo sits in the unclaimed north. Pile troops into an APC and rush to the silo. You can damage several enemy units by launching the Missile into a group.

SPEED IS KEY

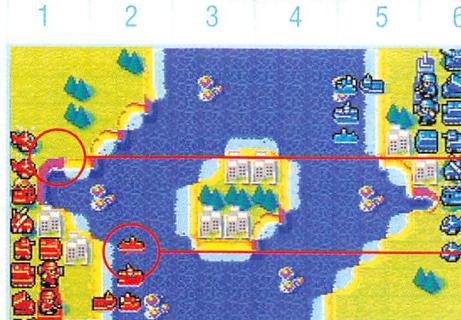
Your Recon units will be very important at the beginning of the battle. Use them to take a position protecting the silo as you wait for your APC to catch up.

■ MOON ISLE PRE-DEPLOYED

INTEL

The Moon Isle map's central island offers a tactical advantage and a good place for you to repair your units if you control the cities. Use it as a jumping-off point for your main assault.

■ STARTING BASES: ■ CITIES: 8 ■ FACTORIES: — ✈ AIRPORTS: — ⚓ SEAPORTS: — MISSILE SILOS: —



QUICK CARRY

You'll start with a Transport Copter, an APC and a Lander. Use the units to establish a position on the central island in a hurry.

KNOW YOUR NAVY

Keep your naval units together so they can fight as a group and gang up on stray enemies. Carry a Battle Copter on your Cruiser for additional firepower.

MINT PLATEAU PRE-DEPLOYED

INTEL The natural features of the Mint Plateau map funnel the fight into two key areas. Take control over cities early to provide places for your damaged units to repair themselves.

N STARTING BASES: ■ CITIES: 8 FACTORIES: — AIRPORTS: 4 SEAPORTS: — MISSILE SILOS: —



STOPGAP

The north and south bridges are important positions. Put strong direct-firing units on the bridges and support them with Rockets and Artillery.

GROUP MENTALITY

Orange forces are spread out along the western edge of the map initially. If you prefer to attack as one united army, move your southern forces north, then head east for a big battle.

JEWEL CANAL PRE-DEPLOYED

INTEL The war for Jewel Canal separates the naval battle from the air-and-ground skirmish. Move quickly on both fronts and dig in if you see signs of a long conflict.

N STARTING BASES: ■ CITIES: 8 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: 2



CAPITOL CAPTURE

Use your Transport Copter to carry an Infantry unit to the opposing HQ at the beginning of the mission, but be ready to retreat if enemy Fighters give chase. You have only one Transport Copter, so you must keep it intact.

SWEEP WEST

Move your air and ground forces west and take a position at the bridge. If you can keep the enemies busy, your attack on the HQ may be successful.

WRENCH ISLAND PRE-DEPLOYED

INTEL Two armies funnel into an intense war for the centrally-located HQ Buildings on Wrench Island. The mountain ranges will delay the eventual clash.

N STARTING BASES: ■ CITIES: 10 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: 2



SOLO SILOS

If you lead the orange army, you may not be able to reach the Missile Silo in the south before opposing forces get to it, but you will be able to launch from the north silo.

TWO-HEADED MONSTER BATTLE

The bulk of the blue army will squeeze into the middle section south of the eastern mountains while orange forces roll across the beach north of the western mountains. Watch enemy attack ranges as the clash develops and don't let them surprise you with a big single-day strike.



RAPID FERRY PRE-DEPLOYED

INTEL The battle for Rapid Ferry is a race to the HQ buildings on the central island. You can attempt an early victory by landing near the opposing HQ or prepare for a long war by focusing on your own territory.

N STARTING BASES: CITIES: 8 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



FERRY FORCES

Load up your Lander with two of your most powerful units and head for the island. You can reach your beach in one day or the enemy's beach in two days.

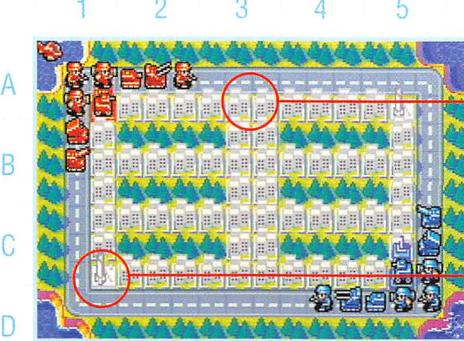
FAST FLIGHT

If you opt for a quick attack on the enemy HQ, place your Infantry unit into your Transport Copter and fly with air support to the east side of the island.

BUNDLE CITY PRE-DEPLOYED

INTEL Your battle in Bundle City is a prime candidate for victory by obliteration, rather than by HQ takeover. If you make the right moves in the beginning, you could win within a week.

N STARTING BASES: CITIES: 56 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: 2



SIT ON CITIES

If you're going for a quick victory there's no need to capture neutral cities, but you should fight from the urban areas to take advantage of their strong defensive rating.

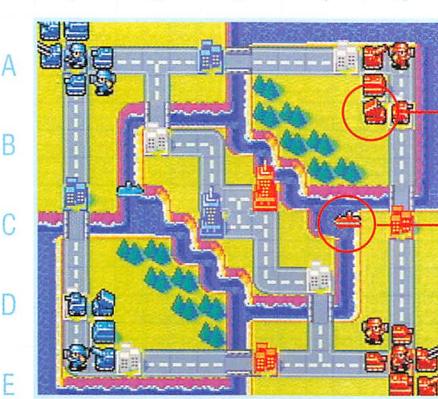
DIVIDE AND LAUNCH

There are Missile Silos on opposite corners of the map. Run for both of them. You can damage the enemies severely by orchestrating two launches on one day.

SCARAB ROAD PRE-DEPLOYED

INTEL The complex network of bridges on the Scarab Road map provides two ways into the center. The orange army can easily defend the south bridge, but you may want to seek an alternative to fighting for the north bridge.

N STARTING BASES: CITIES: 14 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



ROCKETS OVER THE RIVER

If you choose not to bring your Rocket unit onto the central island, use them to set up a defensive position across the river from your capitol. Use the unit to blast HQ attackers.

UNDERWATER RECON

Your Submarine unit won't provide any offensive help in the mission, as it can't cross under the bridges to engage with the enemy Sub. If Fog of War is on, use the Sub to expose enemy units close to the river.

POINTING RIVER PRE-DEPLOYED

INTEL Unlike the pre-deployed maps that precede it, Pointing River does not distribute the opposing units equally. Orange forces have a naval advantage while blue forces have air units. Choose the side that fits your style.

N STARTING BASES: 1 **CITIES:** 10 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 2



AIR WAR

If you're leading the blue army, be aware that the orange army has three units that can knock you from the skies. If you're orange, chase the blue air force with your Cruiser, Missile Launcher and Anti-air unit.

MISSILE MELEE

Early on, one of the main threads of the battle will be a race for the Missile Silos. If you can reach the silos with a troop unit before the enemy reaches them, you can weaken several opposing units in a hurry.

LIAISON WOOD PRE-DEPLOYED

INTEL Neotanks and large support forces face off in an open field. Charge ahead, watch enemy attack ranges and take over the neutral cities only if you think that you're in for a long war.

N STARTING BASES: 1 **CITIES:** 4 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



RUN FOR THE WOODS

If Fog of War is on, you can hide units under the cover of the trees. If Fog of War is off, the trees will still provide a stronger defensive position than the open plains.

DELTA HEIGHTS PRE-DEPLOYED

INTEL Three armies face off in the Delta Heights. As long as you make sure that your HQ is safe, you can hang back and watch the opposing armies beat up on each other before you really join the fight.

N STARTING BASES: 1 **CITIES:** 11 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



MAD MOVE TO THE MIDDLE

Scrambling over and around the mountains, the armies will converge on the center of the battlefield. Protect your Infantry and Mech units and target the opposing troops. If you take out all of their soldiers, the armies can't take over your HQ building or launch the Missiles in the center of the map.

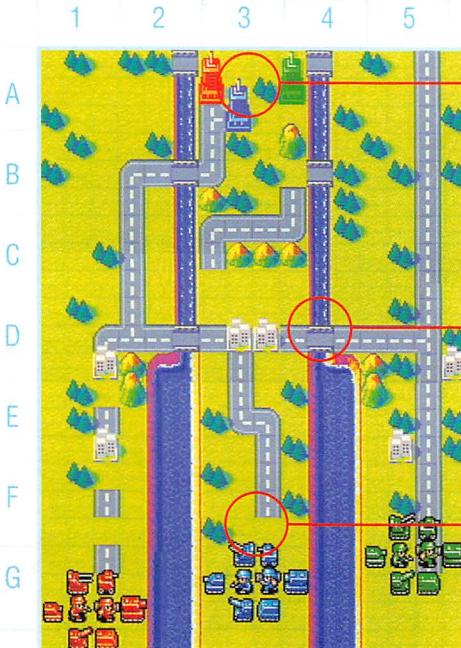
PRE-DEPLOYED



POEM CAPE PRE-DEPLOYED

INTEL Three armies in the south run for their HQ buildings in the north as soon as the mission begins. At first blush, it will look like the blue army has the advantage, but it must cross mountains and deal with rivals on both sides.

N STARTING BASES: 1 **CITIES:** 6 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



CLUSTERED CAPITOLS

The HQ buildings are very close together. The army that gets to the buildings first will have both an HQ-defending and an HQ-capturing advantage.

BRIDGE BATTLES

Some armies may choose to mix it up at the midpoint bridges. Others will forge ahead and sprint for the HQ buildings. If you notice weak enemy stragglers, keep a few units in the middle to pick them off.

EQUAL FOOTING

The armies start with the same types of forces and approximately the same distance to cover. You probably won't fight enemy forces until you reach the map's midpoint unless you notice a good Artillery target. Load your slow-moving Mech unit into the APC and let the faster Infantry unit tromp north under its own power.

BLUE LAKE PRE-DEPLOYED

INTEL You'll benefit from a wait-and-see approach in the battle for Blue Lake. Set up a strong defensive position and deflect enemy attacks while the opposing forces beat up on each other.

N STARTING BASES: 1 **CITIES:** 6 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 1



REMOTE CONTROLLERS

Blue ground forces are far from orange ground forces at the start, but the blue navy is only two days away. Engage with blue Recon units if they move toward you, and be prepared for a naval assault.

ROCKY RETREATS

If Fog of War is on, the reefs are good places to hide. If not, they are still better defensive positions than open water.

DANGEROUS SPAN

The war for the bridge is crucial in your clash with green forces. Roll onto the bridge but don't cross into the green units' firing range until you're ready to attack.

COIL RANGE PRE-DEPLOYED

INTEL Four light armies fight for control over a small, mountainous area. You won't be able to sit back and watch the conflict from a defensive position—forces will march toward your HQ building. Get into the mix and fight.

N STARTING BASES: 4 **CITIES:** 16 **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



HQs IN THE CENTER

Every army will move to the middle to protect its HQ building. If one army is particularly difficult for you to deal with, send troops to its HQ building. If you can capture the building, the entire army will go down.

LEAF HAVEN PRE-DEPLOYED

INTEL The armies of Leaf Haven are more powerful than the armies of Coil Range, and they are more spread out, too. If you can scare away or fight off the forces closest to your HQ, you may be able to establish a defensive position.

N STARTING BASES: 4 **CITIES:** — **FACTORIES:** — **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 4



SLOW GOING

Your units move more slowly in the trees than they do in the open plains or on the roads. Keep your forces together. If you have any straggling units, they'll be prime targets for one of the many enemy units.

MOVE TO THE MISSILES

If you feel confident that you can beat the other forces to the Missile Silos, send your Infantry-loaded APC into the center and launch an offensive on large enemy groups.

WATCH YOUR ENEMIES

Opposing forces will generally move to their HQ buildings. Keep an eye on them and don't engage with them while you're setting up your defenses unless you have a target of opportunity. Let the other armies fight each other, and keep your own forces intact.

PRE-DEPLOYED



PRE-DEPLOYED

BATTLE CUBE PRE-DEPLOYED

INTEL The four armies on the Battle Cube map start in equal positions, all with vulnerable HQ buildings. Your chance for victory will depend on your ability to defend your HQ swiftly without putting your forces in danger.

N STARTING BASES: CITIES: 16 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



CRUCIAL CARRIERS

The only way to get ground units to the central island is by way of your Lander and your Transport Copter. Protect your transport units and attack opposing carriers.

CAPITOL CLUMP

The Battle Cube is one of several maps that have a clustered HQ configuration. You must hurry to the aid of your HQ and try to capture the opposing HQ buildings. An HQ capture destroys all affiliated units.

BIG DADDY PRE-DEPLOYED

INTEL The opposing forces on the Big Daddy map are strong and spread out. Your victory strategy should be to take over the enemy HQ rather than to run down every rival unit. Move in and capture.

N STARTING BASES: CITIES: 14 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: 2



TRAPPED TANKS

Two opposing Neotanks are separated by a mountain and surrounded by a pipeline. Destroy the pipeline seam closest to your allied forces before you clear a path to the other side.

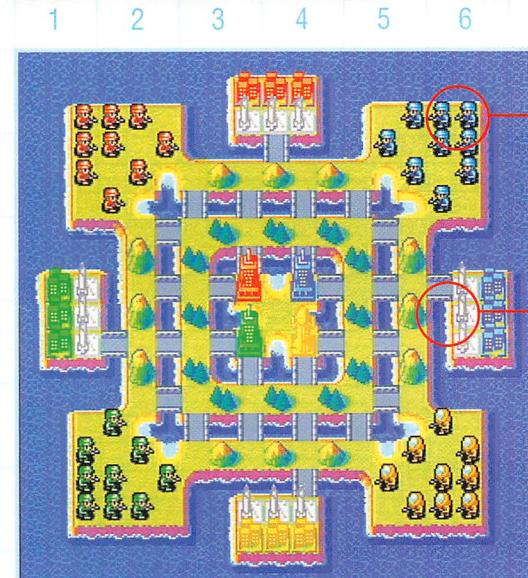
MAKE YOUR MISSILE COUNT

You'll be able to beat your rival to one Missile Silo, but you'll lose the race to the other one. When you launch your missile, be sure to target a large group of the most powerful enemies.

GRID ASSAULT PRE-DEPLOYED

INTEL Each army begins with nine Infantry units in the intense battle grind for the Grid Assault map. Save your HQ, but watch your Missile Silos, too.

N STARTING BASES: CITIES: 12 FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: 12



THE ULTIMATE GROUND WAR

C0s who can repair units (Andy) or have a good way with troops (Sami) will have the advantage on the Grid Assault map. Spread out your forces at the corners to protect two fronts, then bring your units together near the HQs.

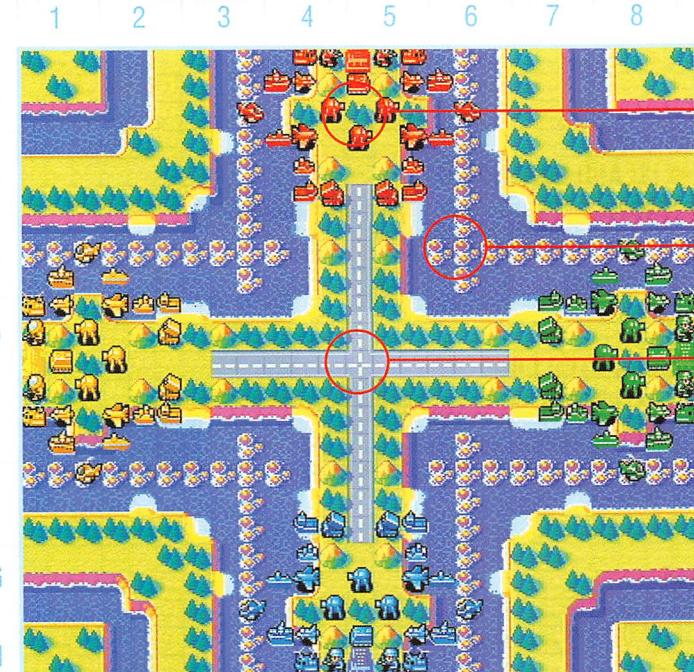
RUN FOR THE ROCKETS

Unless one of the armies makes a mistake, each group will launch three Missiles from silos. Run to the silos closest to your starting position and aim at the area with the greatest concentration of enemy forces.

CROSSROAD PRE-DEPLOYED

INTEL Massive armies meet in a small area for a brutal four-sided battle. If there were ever a good area in which to fall back into a defensive position and let the other forces fight, the Crossroad map is it.

N STARTING BASES: CITIES: — FACTORIES: — AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



BIG GUNS

Every army has three Neotanks and an impressive collection of supporting forces. Lead with the powerful pieces and let your Rocket units form the second line.

HIDE IN THE ROCKS

When you advance your naval units, have them park in the reefs to gain a defensive advantage.

STRUGGLE IN THE CENTER

All roads lead to the middle of the map. When you eventually move from your defensive position, you'll have to tough it out in the center for a while. Bring your units forward in a group to ensure protection and offensive support.

PRE-DEPLOYED



PYRAMID CAPE 3P MAPS

INTEL The three starting positions on the Pyramid Cape map are not quite equal. The blue and green sides are even, but the orange side has advantages and disadvantages.

N STARTING BASES: ■ CITIES: 21 □ FACTORIES: 12 ☑ AIRPORTS: — ☒ SEAPORTS: — ☑ MISSILE SILOS: —



RESOURCE RICHES

If you're leading the orange army into combat, you'll start with four cities under your control, giving you an early economic advantage over the other armies. The blue and green armies are closer to neutral cities, however they will eventually catch up to or surpass you.

REMOTE CITIES

The blue and green armies will scramble for the south-central cities. If you're in charge of the orange army, you should stay out of that battle.

BEAD ISLANDS 3P MAPS

INTEL The early days of the battle for the Bead Islands map will be dedicated to building naval units and expanding to capture neutral cities. After you have a good grasp of your territory, spread out and conquer.

N STARTING BASES: ■ CITIES: 35 □ FACTORIES: 9 ☑ AIRPORTS: — ☒ SEAPORTS: 6 ☑ MISSILE SILOS: —



ISLAND EXPANSION

Expand first to the islands where you already have properties. Capture the neutral cities and protect the ones that you already control with indirect-firing units.

DISPUTED LAND

Your rivals are aggressive. They'll identify islands that you both have an equal chance of controlling, and they'll try to move to the disputed lands first. Keep shuttling your troops to the islands and don't let up in the fight for neutral properties.

LAND AND BATTLE

Build a Lander as soon as you have enough cash, then begin to ferry Infantry units to islands that have neutral properties. Next build a Battleship to protect your interests.

CLOVER KEYS 3P MAPS

INTEL The orange and blue armies flank the resource-rich southwest, which gives the green army a slight disadvantage in the Clover Keys. If you win the war of expansion, you'll have a leg up when the fighting begins.

N STARTING BASES: 1 CITIES: 13 **FACTORIES:** 9 **AIRPORTS:** 4 **SEAPORTS:** — **MISSILE SILOS:** —



CONTESTED CROSSINGS

The bridges that connect territories are prominent strategic points. As you build your forces, station key defenses on the nearest bridges.

AIR TRAFFIC CONTROL

The southwestern airport is the only neutral production facility. If you are commanding either the orange or blue army, build a Transport Copter early and fly an Infantry unit to the airport to stage a quick capture.

KEYHOLE COVE 3P MAPS

INTEL All armies begin with the same number and type of controlled properties on the Keyhole Cove map, but the green army has a small advantage because of its position close to the southern neutral territories.

N STARTING BASES: 1 CITIES: 24 **FACTORIES:** 15 **AIRPORTS:** 9 **SEAPORTS:** 9 **MISSILE SILOS:** —



PORTS TO THE NORTH

If you lead the blue or orange army, you'll have a good chance to occupy the northwestern island early. In addition to two neutral cities, it has a seaport and an airport.

SPREAD AND CAPTURE

There's no reason to fight in the early stages of the war. Build transport units and Infantry, and spread to all of the neutral properties within your grasp. The more properties you own, the better prepared you will be once the real battle begins.

URBAN DENSITY

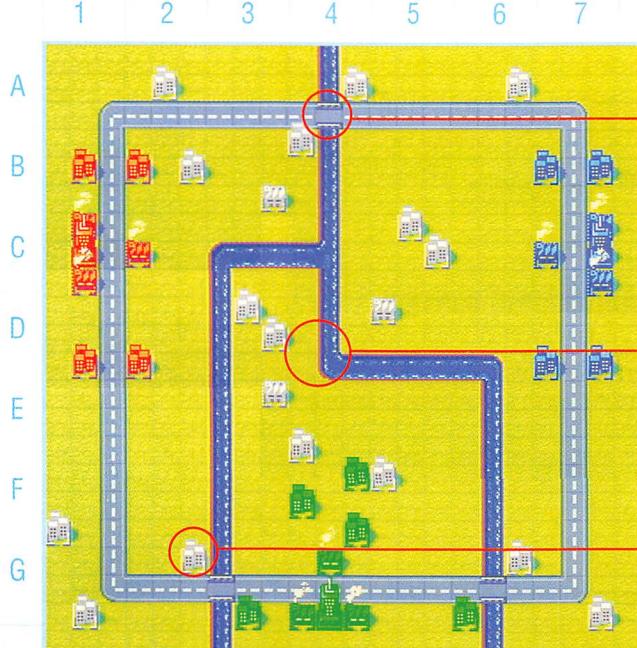
The highest concentration of neutral cities is in the southeast. If you command the green or blue army, you'll have the jump on gaining control over the area.



FORK RIVER 3P MAPS

INTEL The Fork River map evenly divides the properties available to the armies. You'll do well by claiming the closest properties to you, then building an offensive force and expanding to the other territories.

N STARTING BASES: 4 **CITIES:** 29 **FACTORIES:** 12 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



STOP AT THE BRIDGES

As you are spreading out to capture as many neutral properties as you can, post defensive units at the bridges to ensure that the opposing force won't encroach on your territory.

THE RIVER DIVIDES

Only Infantry and Mech units can cross rivers, which makes the water in the Fork River map a natural territorial divider. Make sure that you control your own territory before you cross the river and try to capture contested properties.

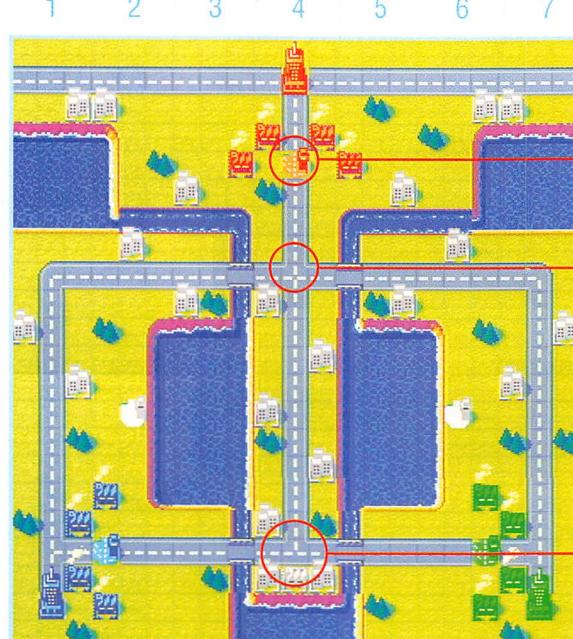
CAPTURE QUICKLY

Spread to the properties that are closest to your rivals first, then backtrack and capture the cities nearer your HQ. Leave defenses on the fringe properties to ensure that you keep them.

MANTIS RIVER 3P MAPS

INTEL The Mantis River map has strong similarities to the Pyramid Cape map. The orange army has the immediate advantage, but the other armies can compensate if they are quick to capture central properties.

N STARTING BASES: 4 **CITIES:** 21 **FACTORIES:** 13 **AIRPORTS:** 5 **SEAPORTS:** — **MISSILE SILOS:** —



DEFENSIVE STRONGHOLD

The shape of the river gives the defensive advantage to the orange army. All vehicles must travel through a three-space-wide section on their approach to the orange HQ.

ACTIVE INTERSECTION

All sides will benefit by having a hold on the intersection that is immediately south of the orange army's territory. By holding the bridges, you can impede enemy traffic.

SOUTH-CENTRAL CONTEST

The blue and green armies will fight for the south-central properties early. The winning side will have the advantage in its northward expansion.

CHANNEL CITY 3P MAPS

INTEL

The Channel City map is another example of an area where there is a slight orange-army advantage. Build Landers early and take control over the cities on the island chain.

N STARTING BASES: 11 **CITIES:** 21 **FACTORIES:** 10 **AIRPORTS:** — **SEAPORTS:** 3 **MISSILE SILOS:** —



ECONOMIC GROWTH SPURT

The faster you spread to the island cities, the more money you will make every day. Use multiple Landers to increase your ability to expand quickly. If you can afford Mech units, you should use them to take control of the properties that are closest to other territories.

ISLAND WAR

If you lead the orange army, you should hope for a clash between the blue and green armies for control over the three-city island. It would give you a better shot at taking the other cities without a hassle.

ROCK WATCH

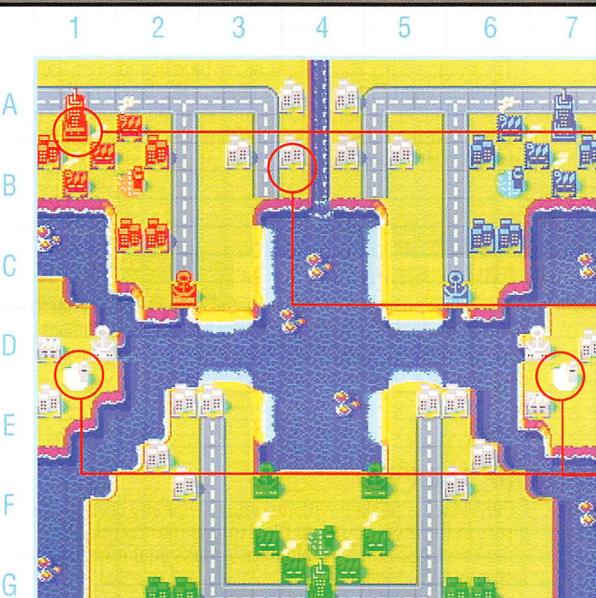
If the Fog of War is a factor, the reefs closest to enemy territories are important areas to note. You can disappear on a reef and wait for the opportunity to attack.

INK CANAL 3P MAPS

INTEL

The advantage goes to the green army in the early stages of the Ink Canal war. Build a Transport Copter quickly to aid in your expansion efforts.

N STARTING BASES: 11 **CITIES:** 28 **FACTORIES:** 12 **AIRPORTS:** 5 **SEAPORTS:** 6 **MISSILE SILOS:** —



GOOD DEFENSE, BAD OFFENSE

Your starting position should figure into your battle strategy. The orange and blue armies are in the same basic shape. They are well-protected by the water, but not in a great position to launch an offensive strike.

CAPTURE CLOSE CITIES

If you command the orange army or the blue army, you'll have an immediate hold on only three neutral cities. Capturing any other properties could prove to be difficult.

FLY TO THE FACILITIES

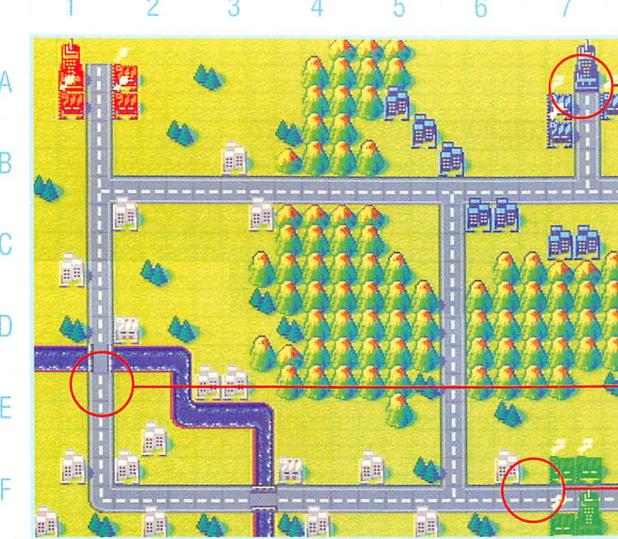
Build a Transport Copter early and fly to either the western or eastern island. If you're the first to arrive, you'll be able to claim a factory, a seaport, an airport and a city.



SHIELD HILLS 3P MAPS

INTEL A huge mountain range dominates the northeast corner of the Shield Hills map, keeping the blue army isolated from other forces. Infantry and Mech units will play big roles in the fight for the hilly region.

N STARTING BASES: 1 **CITIES:** 22 **FACTORIES:** 11 **AIRPORTS:** 0 **SEAPORTS:** 0 **MISSILE SILOS:** 0



STRONG FROM THE START

The blue army begins with revenue from nine cities. If you're the blue leader, build units in a hurry and strike the other armies before they can catch up to you.

BATTLE FOR THE SOUTHWEST

The orange and green armies have the advantage in capturing the neutral cities in the southwest. If you want to make a play for the area, put Infantry units into APCs and rush to the far properties.

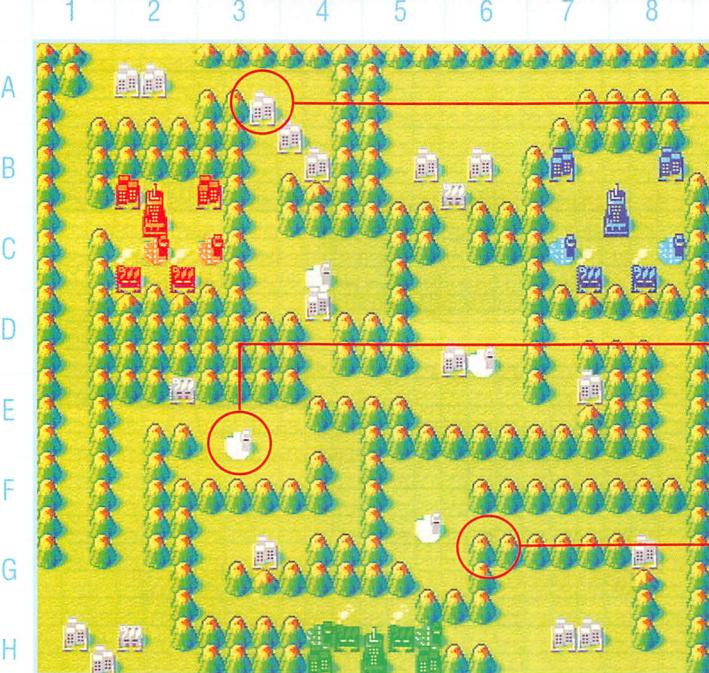
THE GREEN TEAM IN A CORNER

If you're in charge of the green army, you'll have more neutral cities close by than the orange army will, but you'll have less room to roam before you hit the mountains. Spread west.

PERIL MAZE 3P MAPS

INTEL The large number of airports and the hilly terrain make the battle for Peril Maze a prime candidate for an air war. Spread out with Transport Copters, take over properties and build an air force.

N STARTING BASES: 1 **CITIES:** 22 **FACTORIES:** 9 **AIRPORTS:** 10 **SEAPORTS:** 0 **MISSILE SILOS:** 0



URBAN CONCENTRATION

The orange army has a slight advantage because of the large number of neutral cities near its HQ. If you're the orange leader, either march troops over the mountains or take them over the peaks with Transport Copters and capture the cities quickly.

PRIME AIRPORT

The airport that is just south of the orange HQ and north of the green HQ is an important piece to capture in the battle for regional dominance. Use it to refuel and repair your air units in your fight against nearby forces.

UP AND OVER

Peril Maze is packed with mountains. For any chance of victory in the area, you must build forces that can clear the peaks—troop units and air units. Amass your army, then spread and conquer.

GEM CREEK 3P MAPS

INTEL The green army begins with a territorial and economic advantage on the Gem Creek map. Its only disadvantage is the distance between its HQ and the neutral ports.

N STARTING BASES: CITIES: 30 FACTORIES: 6 AIRPORTS: 4 SEAPORTS: 3 MISSILE SILOS: 0



GREEN, NOT LEAN

Starting with six cities on its side, and easy prospects for several more, the green army has the edge when it comes to economic growth and ground force dominance. If you're fighting against the green army, the war will come down to a battle for air and sea superiority.

FIGHT FOR THE NORTH

Since the green army has the advantage in taking charge of properties on the central island, the orange and blue armies should scramble north and capture the airports on either side, leaving the green army with no immediate prospects for air travel.

WATER WAR

The south-central seaport will be in contention early for all three armies. The orange and blue armies can get to it first, but they'll have a hard time keeping it away from green forces.

GLASS HEIGHTS 3P MAPS

INTEL The orange army may not have an easy time spreading across the Glass Heights map, but it has the defensive advantage. If you're leading the blue or green army, push to take over the orange army's undefended properties.

N STARTING BASES: CITIES: 24 FACTORIES: 12 AIRPORTS: 0 SEAPORTS: 0 MISSILE SILOS: 0



ORANGE FORTRESS

It will be very difficult for opposing forces to get close to the orange army HQ as long as the orange leader can afford powerful units to block the mountain passes. The orange leader's main challenge is to retain control over the properties on the other side of the mountains.

GREEN FORCE RISING

The natural region for green army expansion is the east-central area. If you command the green army, go north to the orange cities and west to grab the neutral factory.

BLUE MOVEMENT

The blue army is in the same basic position as the green army—it has no cities initially but has plenty of neutral cities to capture. The best way to weaken the orange army from the start is to take over its cities.



DEVIL'S INLET 3P MAPS

INTEL Although the green army is the only one on Devil's Inlet to start with a city on its side, it has a slight disadvantage in its isolation from neutral cities and facilities. Transport Copters will figure heavily in the early stages.

N STARTING BASES: 4 **CITIES:** 23 **FACTORIES:** 12 **AIRPORTS:** 10 **SEAPORTS:** — **MISSILE SILOS:** —



CROSS AND COMMAND

The green forces are cut off from the north and south sections of the map, but they have the means to expand. If you lead the green army, transport troops to the north first and capture the properties on the peninsula.

ISLAND IN THE MIDDLE

All three sides have nearly equal chances to capture the middle island's neutral properties. If you can take and keep the airport, it will be helpful as you mount an attack on any rival army.

SOUTHWESTERN FOOTHOLD

The orange and blue armies will fight for the cities and the airport in the southwest corner. The properties don't represent great strategic advantages, but they will give you much-needed cash as long as you hold them.

SHEAR PORT 3P MAPS

INTEL The onus is on the orange army to defend its territory on the Shear Port map while the other armies attempt to invade. If it can hold onto its land and send expeditions to the other territories, orange will win the long war.

N STARTING BASES: 4 **CITIES:** 26 **FACTORIES:** 15 **AIRPORTS:** — **SEAPORTS:** 6 **MISSILE SILOS:** —



POWERFUL PORTS

The orange army will start with the best chance to command the two seaports on its shore, giving it naval dominance over the local waters. If you lead the orange forces, try to capture the northeastern seaport, too.

COASTLINE DEFENSE

The orange army's southwestern beach is open to invasion, especially by blue forces. If you command the blue army, consider an early takeover bid. If you lead the orange army, protect the land with Rockets and Artillery.

ORANGE RULES

The orange HQ is in a good position to stay in orange hands as long as the army controls the seaports and protects the coast. If you command one of the other armies, you'll need a lot of firepower or a quick surprise to take over.

LIAR'S COVE 3P MAPS

INTEL

The army that controls the seaport, the airport and the factory in the center of the Liar's Cove map will prevail in a long conflict. The green army may stand the best chance, as long as it can survive the early rounds.

N STARTING BASES:

CITIES: 26

FACTORIES: 13

AIRPORTS: 4

SEAPORTS: 4

MISSILE SILOS: —

1 2 3 4 5 6 7



GREEN MACHINE

Since the neutral properties in the middle of the map are on the roads that lead to green HQ, the green army has the best chance to overwhelm the other armies and take the properties by force.

ISOLATED ARMY

Although it has a good hold on its island, the orange army will be hard-pressed to capture and retain properties on the opposite landmass. If you lead the orange forces, build up then move en masse.

SOUTHWESTERN STRUGGLE

The blue and orange armies may clash early for dominance in the southwestern region. If you are the green leader, take the opportunity to establish a hold on your own region.

NAIL CANAL 3P MAPS

INTEL

The road to victory in Nail Canal leads through orange-army territory. The orange army will have the early advantage, but the other sides should catch up, making for a balanced battle with the orange army in the middle.

N STARTING BASES:

CITIES: 22

FACTORIES: 11

AIRPORTS: —

SEAPORTS: —

MISSILE SILOS: —

1 2 3 4 5 6 7 8 9



EXPAND AND DEFEND

If you are the leader of the orange squad, you must quickly take the two neutral cities north of the bridge, then set up defenses around the span and on the northern road. Use Rocket units on both cities to deflect attackers from the east and west.

GANG GREEN SPREADS NORTH

Green forces will be able to take the central cities on the east side easily. They should also control the cities and factory farther north. If you are in charge of green forces, make the northernmost factory your first priority.

BLUE CONTROLS THE WEST

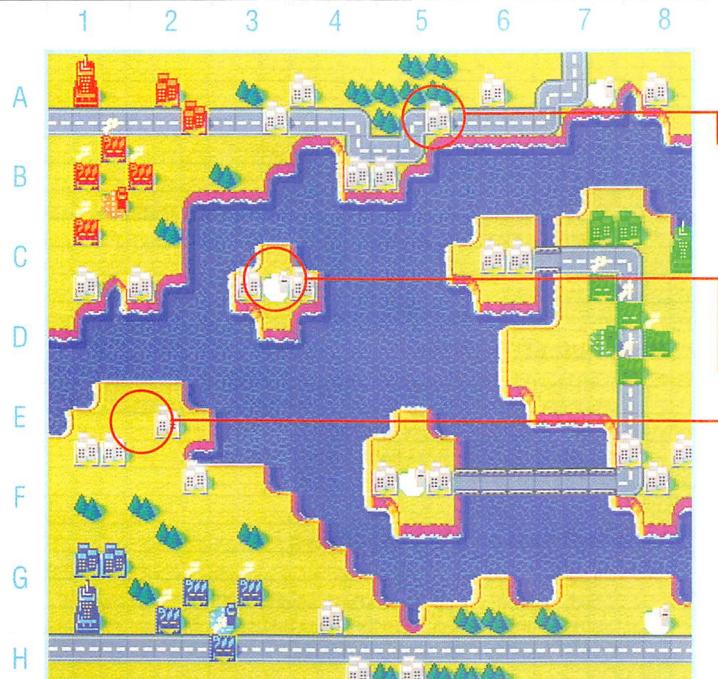
Unless the orange army is very fast to move west, the blue army will set up a western-dominating position—however the burden is on the blue and green armies to unseat the orange army in the center of the map.



ATLAS RIVER 3P MAPS

INTEL The battle for Atlas River will be long and brutal. All armies have strong starting positions with great expansion opportunities. The fight will come down to stamina and long-term strategies.

N STARTING BASES: 4 **CITIES:** 31 **FACTORIES:** 12 **AIRPORTS:** 7 **SEAPORTS:** — **MISSILE SILOS:** —



THE RICH GET RICHER

The orange army will expand to the neutral territories in the east while the other armies capture neutral territories near their own positions. All sides will become rich and powerful with little effort.

ISLAND WAR

The northwestern island will be a strategic stronghold because of its airport. The orange army has the early lead on capturing the property.

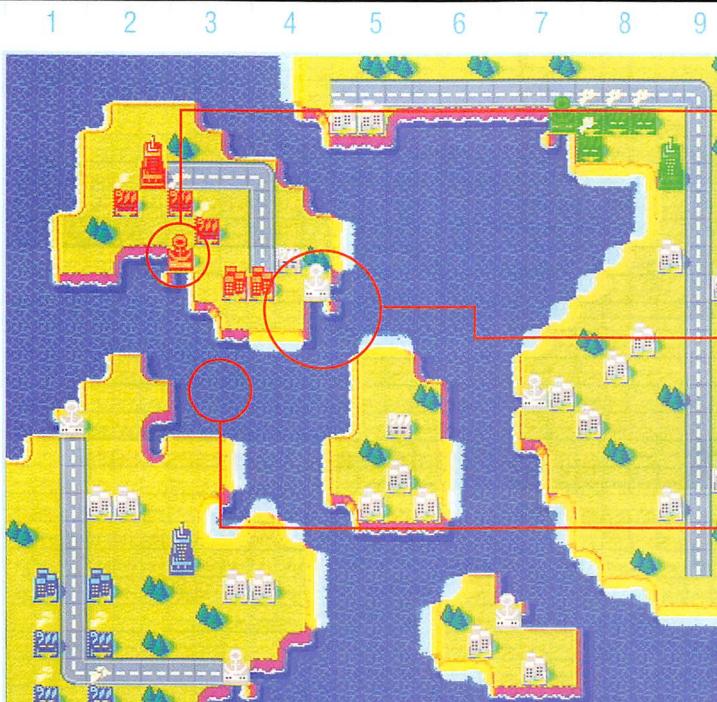
BLUE BUILDS

The four properties on the north end of the blue army's territory will be of major importance in an air battle with the orange force. If you lead the blue army, place Anti-air and Missile units on the cities after you capture them.

EEL CHANNELS 3P MAPS

INTEL Green forces have an early land-expansion advantage on the Eel Channels map, but the battle outcome will hinge on naval superiority. Capture seaports first and prepare for a war on the water.

N STARTING BASES: 4 **CITIES:** 23 **FACTORIES:** 13 **AIRPORTS:** — **SEAPORTS:** 7 **MISSILE SILOS:** —



SEAPORT HEAD START

The orange and green armies begin with seaports on their sides. If you lead orange forces, build a Lander early and rush to the neutral islands to make quick captures. Also spread to the seaport in section C4 on the map and build defenses against green forces.

BEACHFRONT PROPERTY

Every army territory has stretches of beach that are vulnerable to enemy attack. Orange forces have a seaport on one of their open beaches, however, giving them a defensive advantage.

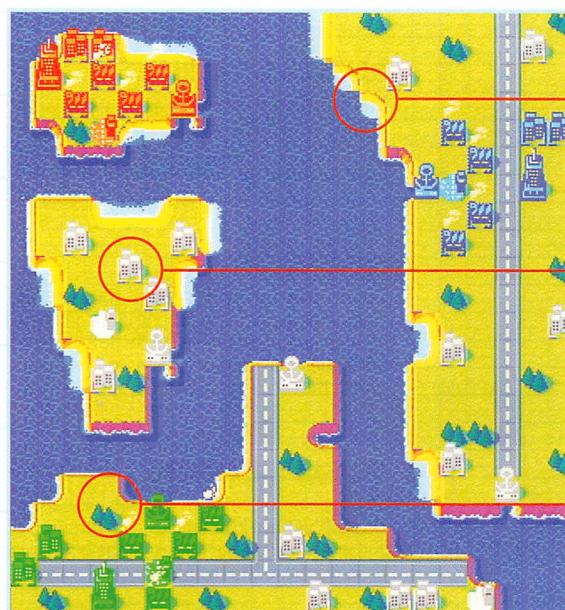
BATTLESHIP BUILDUP

All of the HQ buildings are relatively close to the water. When you begin your assault on an enemy's territory, be sure to bring at least one battleship to soften HQ defenses.

JAB PENINSULA 3P MAPS

INTEL Jab Peninsula will be the site of a long conflict between three wealthy, evenly matched armies. The green army's shores are less exposed than the others, but victory will come down to air dominance.

N STARTING BASES: 4 **CITIES:** 20 **FACTORIES:** 12 **AIRPORTS:** 5 **SEAPORTS:** 6 **MISSILE SILOS:** —



CONVENIENT LANDING

Beaches expose the blue and orange armies to enemy landings, but the sandy stretches can be used to both armies' benefit, too. If you have a factory close to an open beach, you can load up your Landers in a hurry.

FLY SOUTH FOR THE BUILDUP

The green and blue armies have neutral properties on their land. The orange army must leave its island to find new properties. If you lead orange forces, build a Transport Copter early and use it to expand to the southern island.

AWARE OF THE AIR

Having no exposed beaches, the green army's territory is vulnerable only through its ports or by air attack. If you lead the green army, build a front line of Anti-air and Missile units.

THORN ISLANDS 3P MAPS

INTEL The prickly battle for Thorn Islands will probably come down to airport expansion. The side that claims the most airports will rule the skies and stand the best chance to crush the other armies.

N STARTING BASES: 4 **CITIES:** 25 **FACTORIES:** 14 **AIRPORTS:** 5 **SEAPORTS:** 3 **MISSILE SILOS:** —



RUSH TO THE SKIES

The orange army doesn't start with an airport. If you lead orange forces, build an APC quickly and head for the neutral airport on the east end of your territory before green forces arrive.

IMPORTANT ISLAND

Ownership of the island in the middle of the map will come down to which team is best set up for quick expansion. If you lead orange forces, don't wait until you have an airport. Build a Lander and sail to the island's north beach.

BLUE-ORANGE BATTLE

The island between blue and orange territories will likely be the site of the first battle. Both armies have equal opportunities to claim the land. If you lead the green army, go for the center island instead.



PORTSMOUTH 3P MAPS

INTEL

The large, heavily populated Portsmouth map is set up for a mainland battle with a few island scrambles. Victory will come down to your ability to capture and hold onto lucrative properties.

STARTING BASES:

CITIES: 28

FACTORIES: 9

AIRPORTS: —

SEAPORTS: 9

MISSILE SILOS: —



SAIL FOR EXPANSION

The main battle for Portsmouth will involve ground forces, but you should produce some naval units to secure island properties. The remote properties are the easiest ones to hold.

SHALLOW SECTION

The northern channel is one of the rare places where naval units and ground units can coexist. Ground forces can move freely between beaches. If you want to keep enemy forces away, patrol the area with a Battleship.

BLUE IN THE MIDDLE

The mainland roads lead through blue-army territory. If you are in charge of blue forces, block the bridges and build forces to the east to keep orange army units from moving in.

ARCHIPELAGOS 3P MAPS

INTEL

Sail to the Archipelagos for a naval battle among islands. All armies start with two factories on their sides and seaports within easy reach. Expand with Landers, then build Battleships to rule the seas.

STARTING BASES:

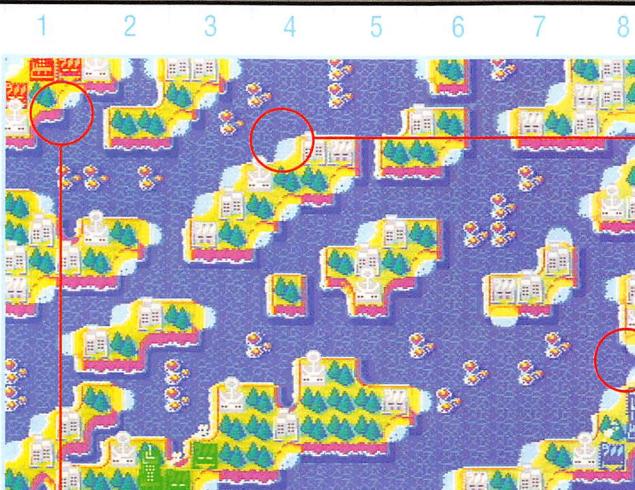
CITIES: 24

FACTORIES: 14

AIRPORTS: —

SEAPORTS: 11

MISSILE SILOS: —



LAND AND BUILD

All of the islands with cities or facilities on them have shallow beaches. Land on the sandy shores and march your troops to the neutral properties.

WATER CROSSING

When two beaches face each other and have only one space between them, ground forces can cross as if they are driving or marching on land. Don't let the water intimidate you.

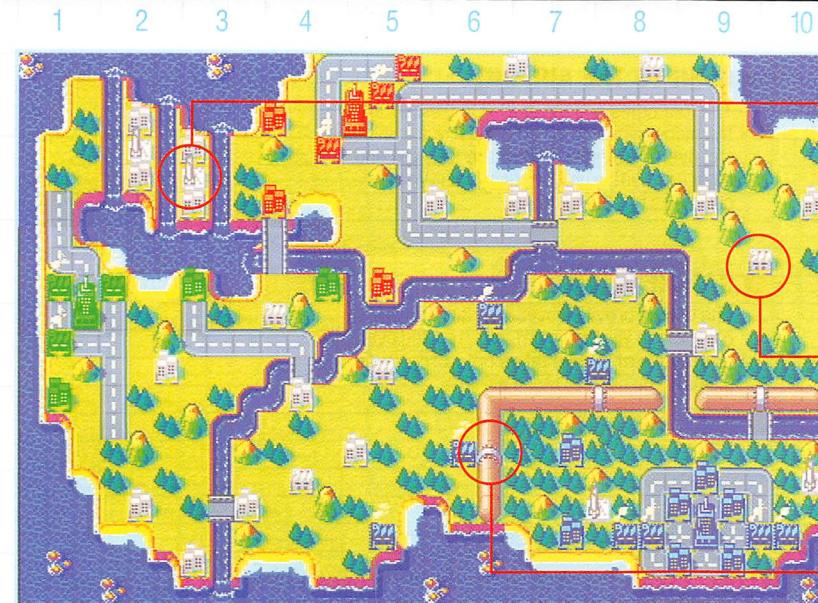
REMOTE BEGINNING

The armies start in their own corners and have plenty of room to expand. Reach out to nearby islands as quickly as you can to take the properties without a hassle.

WYRM'S EYE 3P MAPS

INTEL With two easily accessible Missile Silos and a protective pipeline, the blue army has the clear advantage on the Wyrm's Eye map. While the orange and green armies clash early, blue forces will be left alone to build.

N STARTING BASES: 1 **CITIES:** 31 **FACTORIES:** 19 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 4



SCRAMBLE FOR THE SILOS

If you're commanding orange or green troops, run to the silos from the start and try to launch the Missiles before your opponent reaches them. The armies will likely split the Missiles, getting one each to target as they please.

EASTERN EXPANSION

The orange and blue armies have equal chances at reaching the properties in the east first. The blue HQ is closer to the properties, but blue forces must go around or through the pipeline.

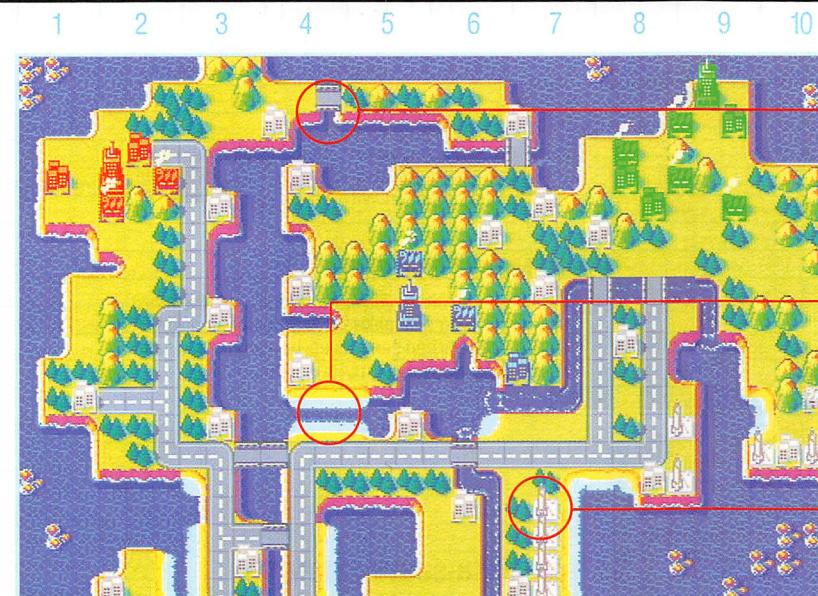
CORNER COMPOUND

If you lead blue forces, you'll start with built-in defenses and lots of factories. Spread outside of the pipeline borders first, and wait for the other armies to build concentrated forces before you launch the Missiles from the silos.

KNOTTED KEYS 3P MAPS

INTEL The orange team gets the jump on uncontested neutral properties, but the blue and green teams rule the Missile Silos. If you lead the orange army, spread out your forces early in case of Missile strikes.

N STARTING BASES: 1 **CITIES:** 27 **FACTORIES:** 9 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** 8



BATTLE FOR BRIDGES

The key to expanding west and holding western territories is to control the bridges. If you command orange forces, put strong units on the bridges early and back them with Rockets.

CROSS THE WATER

Ground units of all varieties can cross the shallow water section in area E4 on the map. Treat it as you would open terrain.

MISSILE COLLECTION

Four silos in the south and four more to the east represent a lot of firepower. You can't obliterate units completely with Missiles from the silos, but you can cause a lot of damage.

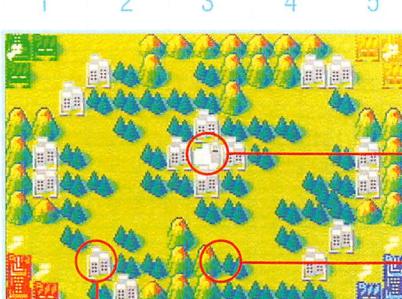


FOUR CORNERS 4P MAPS

INTEL

Four armies begin in equally weighted positions on the Four Corners map. Try to take over your closest neighbor's territory first, then move ahead from a position of strength.

N STARTING BASES: 4 **CITIES:** 16 **FACTORIES:** 8 **AIRPORTS:** 1 **SEAPORTS:** — **MISSILE SILOS:** —



CASH CONTROL

Produce two Infantry units on Day 1 and use them to capture the closest two cities, then either expand to the next set of cities or battle for control over the airport.

RUSH TO THE AIRPORT

The four cities and the airport in the center of the map are heavily contested. If you gain control over the airport, make sure that you end each turn with a unit on the property to discourage a hostile takeover.

NATURE WALK

The woods provide cover and the mountains offer a high vantage point, but treading over both types of terrain takes time. Cross the plains if you need to move quickly.

ROCKET CAPE 4P MAPS

INTEL

Despite its name, Rocket Cape does not contain any Missile Silos. But it is packed with neutral cities. The army that captures the most cities will have the advantage in a long war.

N STARTING BASES: 4 **CITIES:** 22 **FACTORIES:** 20 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



BLOCK BRIDGES

As always, bridges are strategically important. Plant a powerful unit on every bridge near your HQ and support it with indirect-firing units.

MONEY MATTERS

The more cities you capture and hold, the more money you will make for unit development. Grab the urban centers early, accumulate cash and develop an enemy-crushing army.

NORTH-SOUTH SKIRMISH

North-south movement is easier than east-west movement on the Rocket Cape map. The first army that you clash with will likely be your neighbor to the north or south. Position your defenses accordingly.

CROP RIVER 4P MAPS

INTEL

Air attacks are the keys to victory on the expansive Crop River map. Every army begins with two airports, and there are three neutral airports to fight over. Grab at least one and use it to produce and repair your air units.

N STARTING BASES: 4 CITIES: 45 FACTORIES: 21 AIRPORTS: 11 SEAPORTS: — MISSILE SILOS: —



SPREAD AND CONTAIN

The Crop River map is large and the armies are spread out. You'll be left to your own devices for several days before you come across any enemies. Use the time to secure cities and build defenses.

FLY TO THE AIRPORT

The yellow army will have the jump on getting to the airport in area J4, but the others (B5 and E6) are up for grabs. Load troops onto a Transport Copter and descend on one of the airports that is still neutral.

YELLOW IN CHARGE

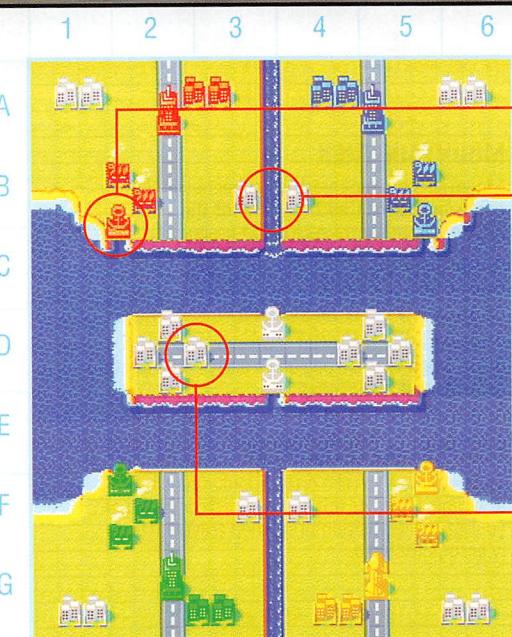
The yellow army stands alone on a large landmass and begins with four cities under its control. If you lead the yellow forces, try to keep at least one of the adjacent armies off your land for as long as possible, collect cash from your properties and build a powerful army in preparation for an enemy incursion.

TWEEN ISLE 4P MAPS

INTEL

The armies begin with even footing on Tween Isle. The early battle will be for control over the central island. If you can take sole possession of the island, you'll easily win the war of attrition.

N STARTING BASES: 4 CITIES: 28 FACTORIES: 8 AIRPORTS: — SEAPORTS: 6 MISSILE SILOS: —



EARLY LANDER

Produce two Infantry units on the first day and use them to capture the nearby neutral cities, then save up for a Lander and sail for the center island before anyone else does.

CITIES ON THE EDGE

The first force that you will have to eliminate is the one on the other side of the river. The initial battles with the army across the river will be over the river cities.

CENTRAL-ISLAND STRUGGLE

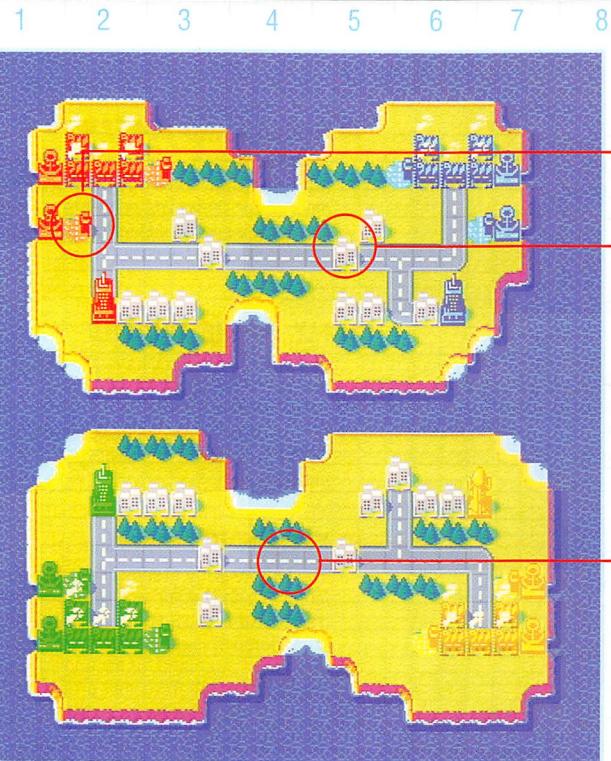
Eight cities and two seaports hang in the balance in your battle for the map's namesake. Put strong units in the ports to keep your enemies from docking.



RIVAL ISLANDS 4P MAPS

INTEL Another map in which all sides start equal, Rival Islands is the perfect site for a battle in two parts. The first fight will be for control over the island that you share with a single rival. The second battle will be for the rest of the map.

N STARTING BASES: CITIES: 20 FACTORIES: 20 AIRPORTS: 8 SEAPORTS: 8 MISSILE SILOS: —



BIG PRODUCTION

You'll start with five factories, two airports and two seaports. As soon as you amass some cash, you'll be able to build forces quickly.

ROUT YOUR RIVAL

You won't have to look far to find your first target. After you capture the five neutral cities closest to your HQ, build your ground and air forces and take on the army on the other side of the island.

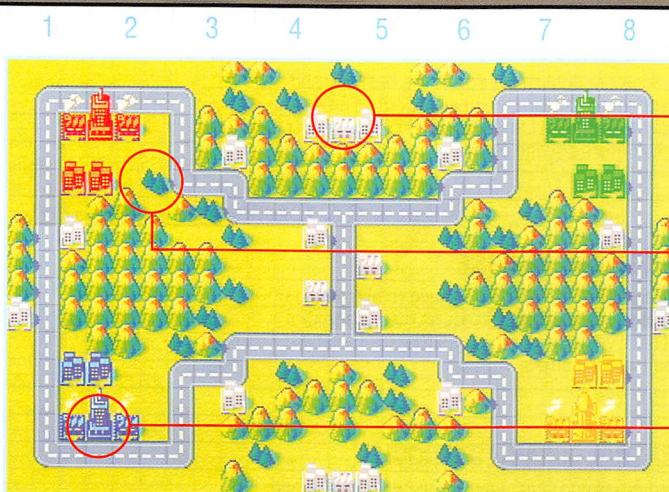
CROSS THE POND

Once you are alone on your island, build up your navy and land on the opposing island. Capture the HQ of the weakest faction first, then sweep across the island and wipe out the last enemy force.

LOOP ROAD 4P MAPS

INTEL Loop Road is like a ground-bound version of Tween Isle. Four equal forces fight for properties in the center to gain the cash-flow-and-unit-production advantage. Move into the middle and stay there.

N STARTING BASES: CITIES: 22 FACTORIES: 12 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



MOUNTAIN TREK

Mountains protect neutral properties in the north and south. Capture them for their cash, but use other factories for unit production.

BLOCK OFF ATTACKERS

There are only three flat routes to each city. Block them with strong units early in the battle to keep your rivals away.

LATERAL ATTACK PLAN

The best way to take on multiple armies is one at a time. Conquer the enemy north or south of your starting position first, then travel laterally across the map.

PLUS CANAL 4P MAPS

INTEL The HQ buildings of Plus Canal are close to each other, but rivers separate them. Use Rockets and Artillery units to defend your own HQ building and soften the forces around rival HQ buildings.

N STARTING BASES: 4 CITIES: 24 FACTORIES: 16 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



CENTRAL WAR ZONE

Most of the fighting will take place near the center of the map. Build your forces on the perimeter, then move them inward to provide support for your HQ building.

CONTROL THE BRIDGE

The spans closest to the HQ buildings are critical. Place a unit on the bridge closest to your capitol and be ready to replace it with another one if the original unit is damaged or destroyed.

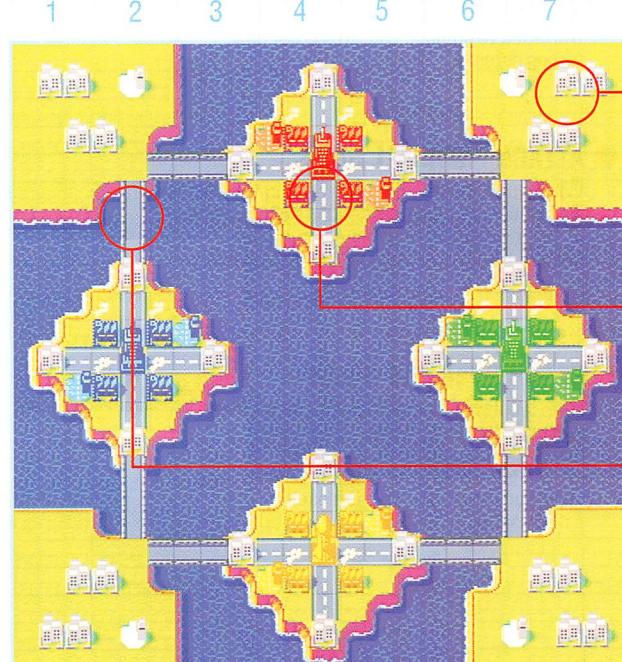
CUT OFF THE SUPPLY

Once you are confident that your territory can withstand enemy attacks, move on to your closest enemy's factories and take them over. With unit production cut off, it'll be only a matter of time before you obliterate the weakened rival.

ISLAS FIVE 4P MAPS

INTEL Separated armies clash over common resources on the Islas Five map. The secret to victory is to control the neutral properties and target rivals one at a time.

N STARTING BASES: 4 CITIES: 32 FACTORIES: 16 AIRPORTS: 12 SEAPORTS: — MISSILE SILOS: —



CLAIM THE CORNERS

Build APCs and spread troops to the closest corners as quickly as you can. Control of the corner properties will give you the long-term advantage over opposing forces.

BUILD UP, BE STRONG

Before you attack rival territories, you must build solid defenses to protect your own land. The war will evolve into an air battle. Protect your interests with Missiles and Anti-air units.

KEEP AWAY

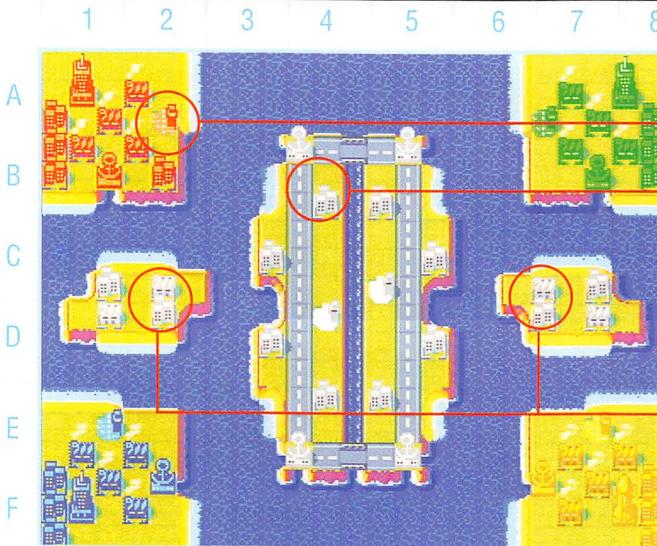
After you take over the corners, you'll have to protect them from enemy invasion. Cut off invading ground forces by blocking the bridges with Medium Tanks and Rockets.



PATRIOT COVE 4P MAPS

INTEL Wealthy and well-equipped forces battle for a big prize in the middle of Patriot Cove. The army that wins the battle for the central island will eventually win the war.

N STARTING BASES: CITIES: 25 FACTORIES: 20 AIRPORTS: 6 SEAPORTS: 8 MISSILE SILOS: —



EXPRESS DELIVERY

Make it your first priority to build a Transport Copter and troops, then make several runs to the central island and populate it with capturing forces.

TAKE THE CORNER AND SPREAD

As soon as you land on the island, capture the closest properties, then move on. When you have a Lander, ferry in tanks and Rockets for ground support.

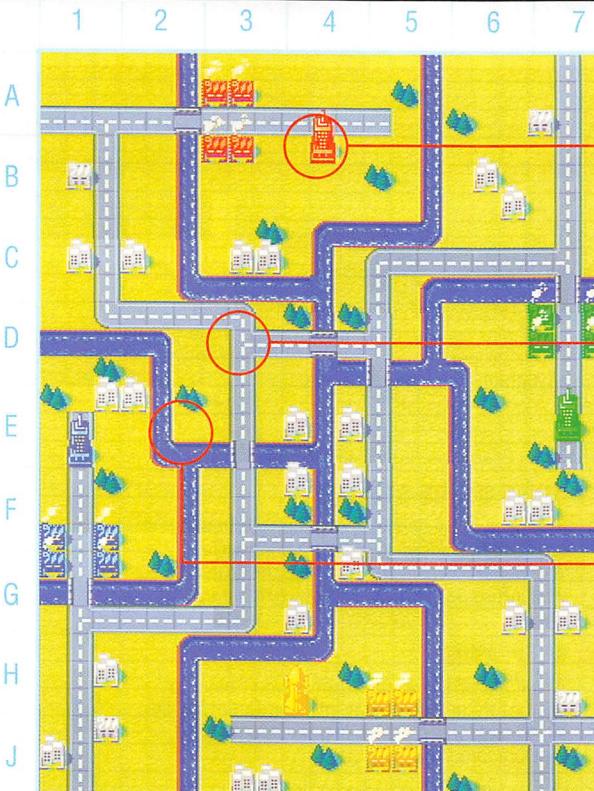
PROPERTY PLUS

The small islands hold valuable properties and factories. Take them over and use the factories to produce ground units for your central-island defense.

WEB RIVER 4P MAPS

INTEL Roads and bridges play a big role in the lengthy ground battle for Web River. Claim your area, block off the important thoroughfares and spread to rival territories slowly.

N STARTING BASES: CITIES: 22 FACTORIES: 20 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



PROTECTED POSITION

Every army begins with four factories and river protection. Take possession of the nearby neutral cities to produce wealth and set up a strong defense.

ATTACK FROM ALL SIDES

When you spread to the territories in the middle of the map, place Rocket units on your side of the river to soften enemy forces, then sweep in from the roads with tanks and APCs.

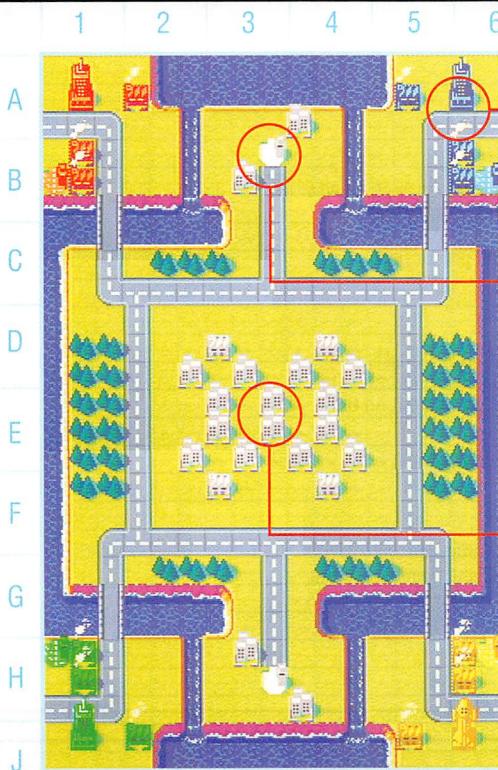
REACH OVER THE RIVER

Look for places from which you can weaken enemy defenses by using Rocket units. The river-protected corner in section E3, for example, is a good area from which the blue army's rivals can target blue-HQ defenses.

CAP NARROWS 4P MAPS

INTEL Possession of the big city-and-factory prize in the middle of the Cap Narrows map will make any army unstoppable. Spread to the center and lay your claim on the land.

N STARTING BASES: 4 CITIES: 18 FACTORIES: 16 AIRPORTS: 6 SEAPORTS: - MISSILE SILOS: -



RUN ON YOUR RIVAL

By spreading laterally and taking over your closest opponent early, you'll be able to concentrate on controlling the central section.

AIRPORT ARRIVAL

The first property that you acquire should be the closest neutral airport. Use it to support an attack on your neighbor and create air units for defense of the map's middle properties.

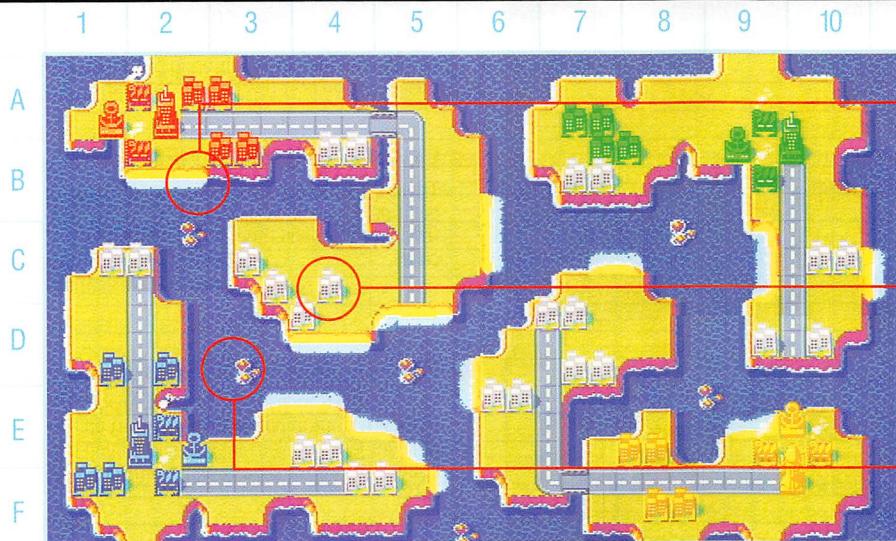
URBAN CENTER

The 14 cities and four factories in the center of the map will allow you to finance and produce a force strong enough to win the war. Concentrate on occupying the middle, then build and conquer.

JAY ISLANDS 4P MAPS

INTEL With a lot of isolated cities but relatively few production facilities, the Jay Islands will doubtlessly be the site for a long and brutal battle.

N STARTING BASES: 4 CITIES: 40 FACTORIES: 8 AIRPORTS: - SEAPORTS: 4 MISSILE SILOS: -



SAVE THE BEACHES

You must always protect your exposed beaches in naval battles. Place units on the beaches and back them up with Rockets or Artillery.

SWING AROUND

Before you spread to any of the rival territories, take an APC to the neutral cities on your island, capture them for revenue, then set up defenses at the beaches.

BATTLESHIP PATROL

When you're ready to take on your rivals, target the island closest to your HQ building first. Build Battleships to establish control over the water and use your ships' long-range-firing capabilities to destroy ground defenses.



CHAIN CANAL 4P MAPS

INTEL The Chain Canal war will develop into a battle of big ships and powerful air units. Every army starts with strong revenue potential. Spread and build.

N STARTING BASES: CITIES: 32 FACTORIES: 18 AIRPORTS: 6 SEAPORTS: 10 MISSILE SILOS: —



BIG PRODUCTION

You'll begin with four factories, an airport and a seaport. Build transport units and troops first so you can spread to the neutral cities and generate revenue for more unit production.

PRIME POSITION

The island in the middle of Chain Canal is a big prize. If you can hold onto your corner and the island too, you'll eventually come out on top.

ROADBLOCK

The first major resistance that you will encounter will come from your neighbor to the north or south. Block the road with heavy units and use a Battleship to patrol the waters.

SPRING LAKES 4P MAPS

INTEL The acquisition of neutral cities factors heavily into your chances for victory in Spring Lakes. Spread your troops in all directions and grab cities swiftly. The longer you hold the cities, the more revenue you'll bring in.

N STARTING BASES: CITIES: 29 FACTORIES: 15 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



INITIATE A QUICK STRIKE

All of the armies begin with few means to produce units. If you have a CO who encourages troop movements and takeovers (such as Sami), you stand a chance of capturing the closest rival HQ in the first few days of the war.

EXPAND INTO THE CITIES

There are neutral cities near every starting position. Produce troops and APCs in the first few days and send them to take over the cities.

IMPEDE ENEMY MOVEMENT

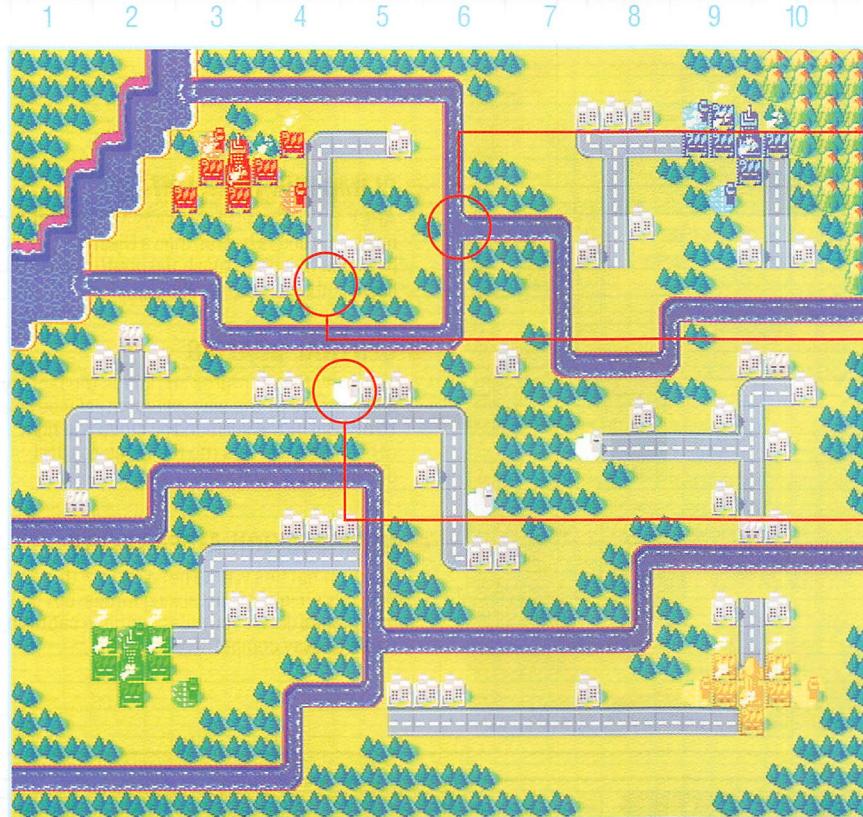
Much of the Spring Lakes map is open, but there are some important bridges. Set up Medium Tanks or Neotanks on and around the bridges to keep enemies away from your property.

TATTER RIVER 4P MAPS

INTEL

Much like the Web River map, the Tatter River map is defined by its waterways. The rivers provide natural protection but they also impede movement into the unclaimed middle section.

N STARTING BASES: CITIES: 42 FACTORIES: 24 AIRPORTS: 11 SEAPORTS: - MISSILE SILOS: -



MANY RIVERS TO CROSS

Water surrounds every army. Your attacks on rival forces will be in the hands of air units and troops that can march across the rivers.

SPREAD TO THE CITIES

Your first actions should be to produce troops and capture the cities within your river boundaries. You'll need revenue from the cities to finance more unit production.

CENTRAL AIR CONDITIONING

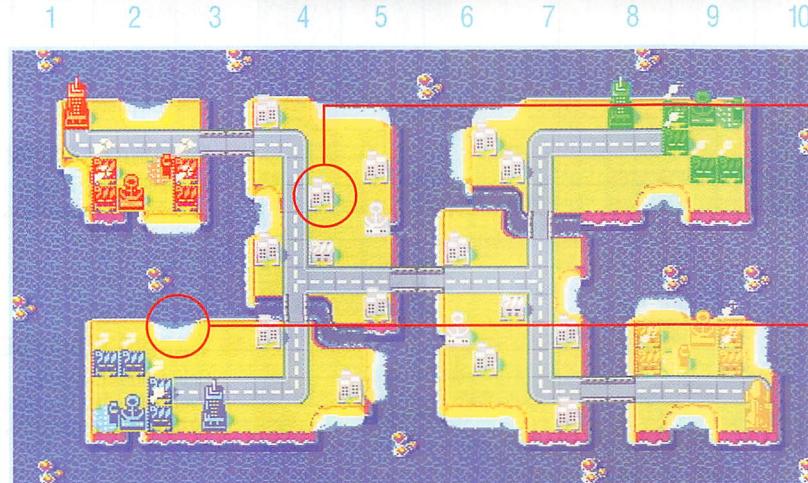
Build a Transport Copter as soon as you can afford one, and use it to transfer troops that will capture at least one of the three airports in the middle of the map. Then concentrate on capturing cities near the airport.

ISLAND X 4P MAPS

INTEL

The battle over properties on the Island X map will begin early. If you manage to capture and keep all neutral properties on the nearest island, you'll be in a good position to sweep to victory.

N STARTING BASES: CITIES: 13 FACTORIES: 18 AIRPORTS: 4 SEAPORTS: 6 MISSILE SILOS: -



TAKE THE ISLAND

Put all of your resources into taking over the neutral properties on the closest island early in the battle. Money from the cities will give you a huge advantage later in the war.

LAND AND ATTACK

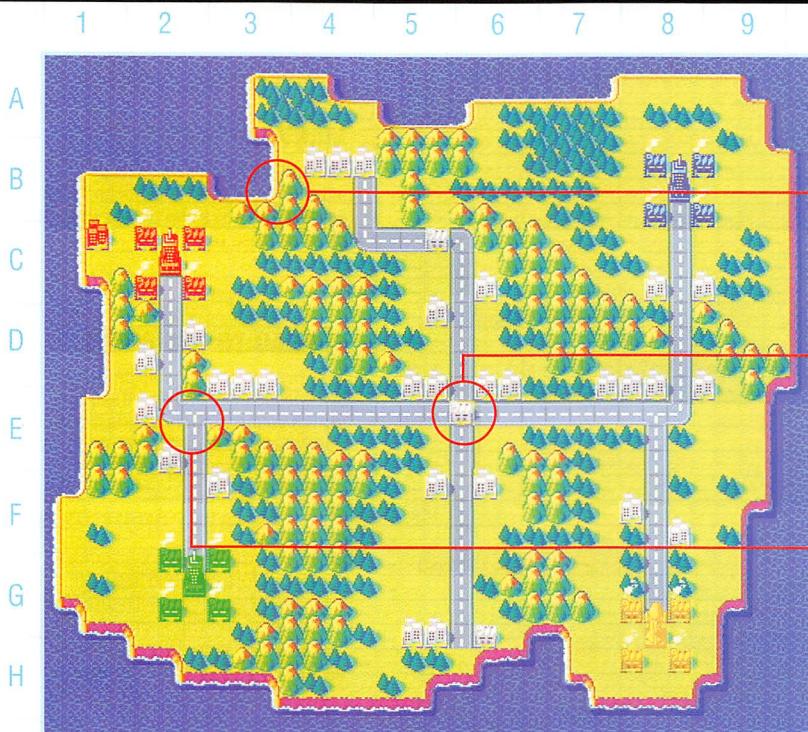
Every island has open beaches. When you're ready to attack a rival, load up your Landers and storm the beaches.



ALAKULE 4P MAPS

INTEL The early stages of the Alakule war will be a mad rush for city control. With one city on its side at the start, the orange army has a slight advantage over the others.

N STARTING BASES: 1 **CITIES:** 30 **FACTORIES:** 19 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



CLIMB EVERY MOUNTAIN

APCs are speedier than troops on flat land, but no ground unit is better than a Mech unit in the hills. Use Mechs to reach the neutral cities that lie behind protective peaks.

CENTRAL BEATING

The army that captures and keeps the factory in the middle of the map will eventually be able to own all of the surrounding cities and fight off challengers—it's the first step to total domination.

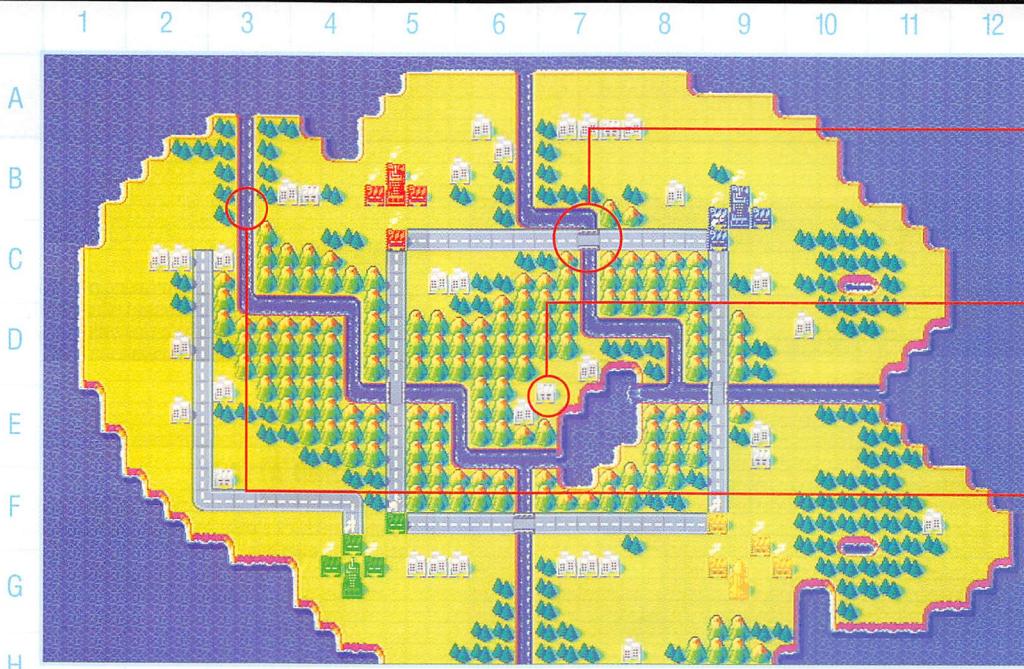
INTERSECTION ALTERCATION

The first battles will be between north-south neighbors. Fight off attacking forces, but don't get bogged down. You must continue capturing cities to stay competitive.

TRAITOR RIVER 4P MAPS

INTEL With easy access to a side road that leads to a half-dozen neutral cities, the green army gets the early advantage on Traitor River. If you're not the green leader, you'll be green with envy.

N STARTING BASES: 1 **CITIES:** 29 **FACTORIES:** 21 **AIRPORTS:** — **SEAPORTS:** — **MISSILE SILOS:** —



BORDER DISPUTE

Neighboring armies will clash near the bridges. Station tanks and Rockets near the spans to quash invasion plans.

FARAWAY FACTORY

The only way to reach the central properties is with troops. If you build vehicles at the factory, you won't be able to drive them away.

WADING ADVANCE

Only troops can cross rivers. Use them to sneak up on enemy properties.

FABLE HILLS 4P MAPS

INTEL

Expansive mountain ranges restrict ground movement into the center of the Fable Hills map, where there are key properties up for grabs. If you get to the factories in the center first, build air defenses to keep rivals away.

N STARTING BASES: 4 **CITIES:** 14 **FACTORIES:** 26 **AIRPORTS:** 12 **SEAPORTS:** — **MISSILE SILOS:** —



ZIGZAG CAPTURE

Send an APC on runs onto the closest zigzagging road and capture the properties along the road for additional income. If you control a factory in the middle of the road, you'll have a good unit-supply route into the center of the map.

MEETING IN THE MIDDLE

Build a Transport Copter as soon as you can afford it and send it into the central section loaded with an Infantry unit. The sooner you can scoop up central properties, the better shape you'll be in for Fable Hills dominance.

SIDESWIPE

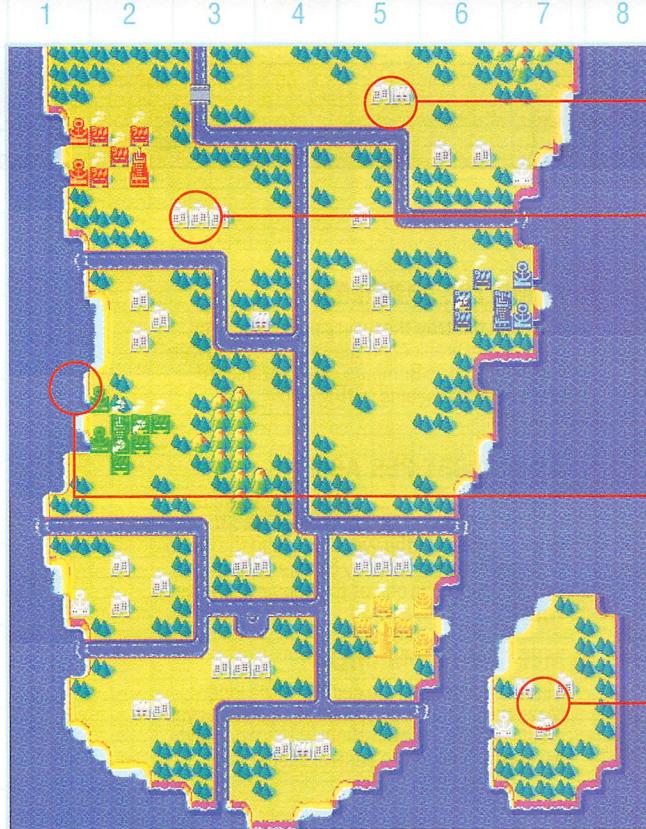
By taking control over a factory in the middle of either side road, you'll be able to block your north or south neighbor from reaching the map's middle easily.

SOUTH CAPE 4P MAPS

INTEL

The South Cape map is similar to several other river-ridden maps, but even more sectioned-off than the rest. Landers figure heavily into your expansion plans.

N STARTING BASES: 4 **CITIES:** 30 **FACTORIES:** 21 **AIRPORTS:** — **SEAPORTS:** 11 **MISSILE SILOS:** —



RUN TO THE NORTH

The red and blue armies have equal chances of capturing the northern properties. The properties are closer to the blue HQ, but the blue army must cross the river on foot and the orange army can reach properties by way of APC.

TAKE YOUR OWN TOWNS

Every army has neutral cities within its river borders. Capture the cities close to your HQ in a hurry and add their coffers to your war chest.

BEACH ALERT

The green army's territory features a wide beach. If you are attacking green forces, use the beach for a big invasion. If you lead green forces, place strong defensive units on the beach and back them with Rockets and Artillery.

ISLAND LIFE

Yellow forces will easily reach the southeastern island before its rivals. If you lead the yellow army, use the island for naval-unit production.



GLORY ISLANDS 4P MAPS

INTEL

The Glory Islands map is full of resources, especially on the central island. Rush to the resources early and establish strong cash flow to support unit production.

N STARTING BASES: CITIES: 39 FACTORIES: 19 AIRPORTS: 10 SEAPORTS: 14 MISSILE SILOS: —



EAST-WEST RIVALRIES

The first enemy that you face will likely be your neighbor to the east or west. Send a Battleship into the area between the central island and your rival's territory to insure against an invasion.

PLAN YOUR PRODUCTION

Every army starts with two airports, two seaports and two factories. Use them to produce a good mix of air, sea and ground units, and be sure to produce plenty of transporters.

CENTRAL-ISLAND STRUGGLE

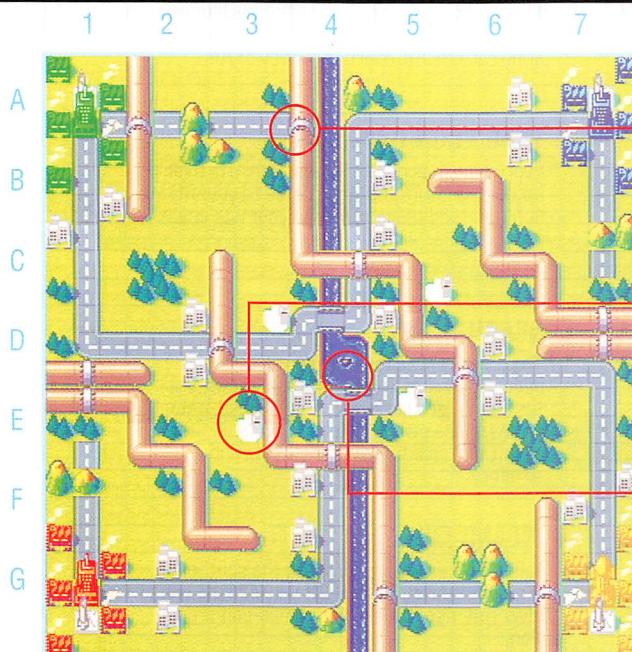
The fight for the central island will be brutal from the beginning. If you notice that one of your adjacent rivals is putting all of its resources into capturing the central properties, launch an early attack on the rival's HQ. If you're victorious, you'll become the favorite for a Glory Islands win.

PIPE MAZE 4P MAPS

INTEL

The airports in the center of the Pipe Maze map are the most important acquisitions for each army. As soon as you secure an airport, use it to produce a pipeline-seam-pounding Bomber.

N STARTING BASES: CITIES: 18 FACTORIES: 20 AIRPORTS: 4 SEAPORTS: — MISSILE SILOS: 4



BOMB THE BARRIERS

You can't destroy the main pipeline sections, but you can break open the seams. Use powerful units such as Bombers and Neotanks to blast open the seams with speed.

AN AIRPORT PER ARMY

There are four airports on the map. You must take possession of at least one airport to stand a chance in the war. If you lead the green or yellow forces, you may be able to grab two airports and leave one of the opposing armies with none.

MEET IN THE MIDDLE

Many roads lead to the center of the Pipe Maze map. Treat the gaps in the pipeline as you would bridges. Protect them with strong units backed by Rockets to control enemy flow.

LOCK RIDGE 4P MAPS

INTEL At first blush, the Lock Ridge map looks like it will be the site of a short war—it's small and each side starts with only one factory. But the mountains separate the forces, allowing the armies to build defenses.

N STARTING BASES: CITIES: 12 FACTORIES: 8 AIRPORTS: — SEAPORTS: — MISSILE SILOS: —



MOVE AND BLOCK

The red and blue armies have equal chances to capture the north-central cities. If you lead the blue force, put a major effort into the urban acquisition. No other cities are within easy grasp.

MOUNTAIN BREAK

The mountains are solid from shore to shore, except for a path that leads from the orange HQ to the area near the yellow HQ. Use the path to cut off your cross-island rival.

WEST IS BEST

The highest concentration of neutral cities is on the west end of the map. The cities' positions give orange and yellow the economic advantage.

HEARTLAND 4P MAPS

INTEL It's fitting that the team with the reddish hue should have the advantage on the Heartland map. The orange army starts with a presence on three islands. If you lead the orange forces, don't spread your units too thin.

N STARTING BASES: CITIES: 26 FACTORIES: 22 AIRPORTS: — SEAPORTS: — MISSILE SILOS: 5



NORTHWESTERN CLASH

The first big battle will probably take place between green and orange forces in the northwest. The stakes will be higher for the green army. If green loses the land, it loses the war.

BLUE-ORANGE BATTLE

A classic clash will take place over the east-central section. The orange and blue armies have the advantage at the outset, but don't count out the yellow forces. If you lead the yellow army, you can choose to join in the fight or hang back and watch your rivals duke it out then sweep in with a cleanup operation.

SOUTHERN SILOS

All five Missile Silos are in the southern half of the map. If you control the yellow army, make a run for the silos and use them to weaken the forces to the north.

BADLANDS 4P MAPS

INTEL The battle for the Badlands comes down to a scramble for Missile Silos and airports. The blue and green armies start in close proximity to airports, and the orange and yellow forces must travel far to catch up.

N STARTING BASES: CITIES: 40 FACTORIES: 22 AIRPORTS: 6 SEAPORTS: 4 MISSILE SILOS: 15



POWER AND MONEY

Every army begins with five factories and nine cities. Use your funds to build APCs early and start the race to the central islands.

GET BIG AIR

The Middle islands have four airports. If you lead the orange or yellow forces, you must capture an airport to have any chance of winning the war.

LOTS OF LAUNCHING

Your first major goal should be to reach the island that houses seven missile silos. Land, then launch.



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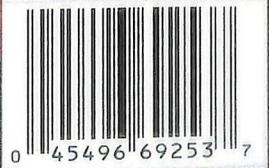
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